Eurofurence 16

THE SERENGETI

2010

LETTER FROM THE CHAIRMAN

Ngiyanemukela! Welcome to Africa!

On behalf of everybody on the team, I would like to wholeheartedly welcome you to Eurofurence 16 in Magdeburg!

When we made the decision to move on to a new venue, we certainly expected to face some interesting challenges. But nothing could prepare us for the wild ride that organising Eurofurence 16 has been so far, and still is. I would like to express my heartfelt thanks to our dedicated staff, who worked through all the stress and hardship to give you this year's Eurofurence.

I would like to take this opportunity and in particular thank my good friends and fellow members of the board, Nightfox and Loewi, who both put an unbelievable amount of hard work into the realisation of pretty much all important business aspects of this mammoth project. Strictly speaking, they have done much more actual "chairman" work than I did. We had to suffer some serious setbacks, and without their commendable perseverance and mental strength, there would not be another Eurofurence this year. If I ever see one them having to pay for one of their drinks during the convention, I will be deeply disappointed!

Moving to a new location we have managed to again grow larger, with a new record number of guests arriving from many different countries. I sincerely hope you enjoy the new hotel, and suggest you take some time to explore this wonderful city, and afterwards maybe let us know what your impressions were at the feedback session or through the forums.

This year our theme is "The Serengeti". The endless plains of this astonishing African ecosystem have been inspiration to movie makers, storytellers, musicians and countless numbers of photographers and people interested in natural landscapes and beautiful animals. We have done our best to capture the spirit of this marvellous land and used it as a theme throughout the convention.

Thank you very much for being part of Eurofurence, and I hope you'll enjoy the convention and have a great time.

Salani kahle,
Sven "Cheetah" Tegethoff
(The Chairman)

RULES OF CONDUCT

Eurofurence likes to present itself as a professional convention of friendly, respectful and open-minded members of the furry community and their friends. To avoid any misunderstandings about what kind of behavior is generally acceptable on an event as big as Eurofurence, you are advised to read and follow these rules of conduct.

Registration and badges

- You must be at least 18 years old on the first day of the convention.
- Only registered attendees may enter the convention space, which consists of the entire hotel's function space. The restaurants, the bar and the main lobby are publicly accessible.
- Other hotel residents who are not registered with Eurofurence may enter the public areas of the hotel according to their individual contract with the hotel.
- You are required to wear your badge prominently so that you can be identified and recognized as a member of the convention.
- Changing or covering up any information on your badge (i.e. by using stickers or drawings) is strictly forbidden.
- If you have lost your room key please contact the hotel front desk or EF registration immediately. Eurofurence does not accept any liability resulting from lost room keys.

General behavior and clothing

- Please treat others respectfully.
- If someone asks you to stop, then **stop**. If you're asked to leave them alone, then **leave**. There is **no** discussion.
- It should go without saying that some people reserve any kind of physical contact to their close friends and family only. If you're not sure somebody wants to be hugged, tackled, pounced or otherwise assaulted, please ask him or her first.
- Appropriate and respectful behaviour is expected, especially in the sauna and pool area.
- You are liable for any damage you might cause to the property of another.

Clothing and decency

- Wearing costumes, accessories or displaying items made out of real fur is not allowed.
- Nudity exceeding the equivalent of a non-thong bathing suit is not allowed in public.
- Sexual behaviour that goes beyond a mere display of affection is not allowed in public.
- Display of adult-themed materials is not permitted in public areas of the hotel. This includes (but is not limited to): Room signs, flyers, business cards, posters and drawings on public message boards.
- Blatant exposure of fetish gear is not permitted in public, even if it is part of a costume.

The limit for "adult themed" materials is the equivalent of what you can see on the magazine covers at an average German newsstand. If you're unsure, feel free to approach a member of our staff and ask. Drawing the line for "fetish gear" is much harder, and the issue will always be highly subjective. So please be aware that our Chief of Security might have a different opinion about your outfit than you, and that it is our policy to **not** discuss our policies during the convention. So again, if unsure, by all means, please ask. However, not all cases are hard to figure out. There are a few things that we definitely do not want to see in public:

- No inflatable costumes
- No visibly "anatomically correct" costumes
- No costumes or accessories related to age-play, pet-play, bondage or sadomasochism.

On the other hand, the following items are usually considered okay:

- Collars without a leash attached
- Leather wristbands
- Accessories used in an "innocent" context, such as a dog harness that is part of a sled dog costume, for example.

We may take the liberty to allow individual exceptions from the "fetish gear" rules if your outfit is exceptionally discrete, tasteful and/or good looking – but please don't count on it. If in doubt, ask!

Alcohol and other drugs

- You are expected to drink responsibly. You will be held liable for what you say and what you do, even if intoxicated.
- Persons who are intoxicated to the point of incapacity may be escorted to their rooms or expelled from the convention, at the Chief of Security's discretion if it happens on more than one occasion. Furthermore, at the Board of Director's discretion, such persons may be banned from the convention.
- Smoking is not permitted anywhere within the entire hotel building, including your room. The only exception is the

smoker's lounge in the lobby on the ground floor. A considerable cleaning fee will be charged for smoking in a non-smoking room.
- The possession, consumption, or sale of illegal substances (including, but not limited to: THC, LSD, Ecstasy, Amphetamines, etc.) will not be tolerated. Attendees found in possession of such substances will be handed over to the police and indefinitely banned from the convention.
- Furthermore, the abuse of any other substances (such as nitrous oxide, alkyl nitrites, glue, etc.) as a drug will also get you immediately expelled and possibly banned from the convention.

General hotel rules

- The consumption of food or beverages purchased from outside of the hotel is not permitted, unless it is consumed in your private hotel room.
- It is strictly forbidden to throw any objects from the galleries in the main hall. Violators will be expelled from the convention.
- For the safety of all hotel guests, no horseplay is permitted in the gallery areas. Please be especially careful in these areas if you have consumed alcohol.
- Attendees may not enter the service areas of the hotel. This includes all backstage areas, service elevators, the rooftops, emergency exits and all areas marked as "Staff Only".
- Tampering with any fire-protection devices – in particular, abusive triggering of fire doors or alarms – is prohibited and will have serious consequences. The same goes for disabling smoke detectors.
- No body paint is allowed during the convention. The Chief of Security may make exceptions for trustworthy guests. Please ask.
- Do not deliberately crack open glow sticks or similar items, i.e. anything containing dyeing, sticky or corrosive material.
- The sale of any kind of merchandise outside the official Dealers' Den requires explicit permission by the Eurofurence Board of Directors.
- It is not permitted to bring any animals with you except for those that have been registered in advance.

Hotel rooms and privacy

- You are expected to treat the hotel rooms and their contents reasonably and with care.
- The cleaning crew is required to check your room at least once a day. "Do Not Disturb" signs will therefore only be respected until 11:00 am.
- Leaving a tip instead of a mess would certainly be held in a much higher regard.
- Pets are not allowed on beds or any other furniture. If you disregard this rule, you might have to pay a considerable extra cleaning fee.
- You are required to ask your roommates for permission before running a room party.
- You must not disturb people in any other hotel rooms. Please keep the noise down after midnight.

Weapons, weapon look-alikes and other dangerous items

- All weapons, including look-alikes, replicas, tools and toys must be approved by the Chief of Security immediately after your registration on site.
- Water guns and similar items are prohibited inside the buildings. Even outside, care should be taken to avoid hitting any bystanders and/or damaging anyone's property.
- Mock fights, swordplay, fire breathing or any other activities that may adversely affect bystanders or hotel property are not allowed without explicit permission by the Chief of Security, who will appoint a staff member to take precautions and to observe the activity.
- The Chief of Security may require your weapon to be peace-bound. Tampering with the peace bonding is not allowed.

Photography and videotaping

- Eurofurence e.V. reserves all rights to video and photo material gathered at the convention with the exception of footage from private rooms.
- Eurofurence e.V. grants you the right to use videos and photos you have taken at the convention for private and/or non-commercial purposes.
- Publication in for-profit media (such as press, television or other commercial mass media) requires written permission by the Board of Directors.
- Official Eurofurence camera teams may record video and take photos in the public areas of the convention and during events to be used in various publications, such as the convention's official highlights DVD. You agree that videos and pictures taken of you can be used in such publications without release or compensation. A release will only be required for material filmed in situations where a reasonable expectation of privacy exists.
- Photography and filming is strictly forbidden in the Art Show and Dealers' Den. Cameras and cell phones will have to be left outside.
- Other restrictions or rules may apply for certain events, and will be announced on location.

The bottom line

- When in doubt, please ask – preferably before the convention starts. We will gladly answer all your questions.
- These rules will not be debated during the convention. The Chief of Security will, however, be available for you in case you feel wrongly accused of violating any of the rules.
- Decisions by the Chief of Security are final.
- The Chief of Security reserves the right to impose any and all sanctions against violators of these rules or those persons involved in any other unacceptable behaviour. The definition of *unacceptable behaviour* remains at the sole discretion of the Chief of Security and the Board of Directors. Sanctions may range from a friendly reminder to an indefinite ban from the convention.

That being said – In the past, Eurofurence has generally been a quiet and pleasurable experience with only very few cases of misbehaviour, and we expect the convention to be as friendly and open as always. We hope you will have a great time!

RADIO CHANNEL WARNING

Please note: The convention staff uses PMR radios for communication. Only the channels 1 and 2 are available for the public; all others (channels 3 to 8) are reserved for convention purposes. Do not interfere with staff communications. Thank you!

INTERNET ACCESS

We provide free wireless internet access again, like we did in the previous years.

Due to bandwidth limitations, access will be restricted to standard internet services such as web, mail and IRC.

Our public network is not meant to be used to transfer huge amounts of data. If you're planning to do this, please use a cable.

If you can't live without WoW and Second Life for the duration of the con, please be so kind and switch over to the T-Com hotspot.

SSID:
EF_Public.Bar
EF_Public.Front
EF_Public.Back
EF_Public.Lobby
EF_Public.Stage
EF_Public.Dealersden

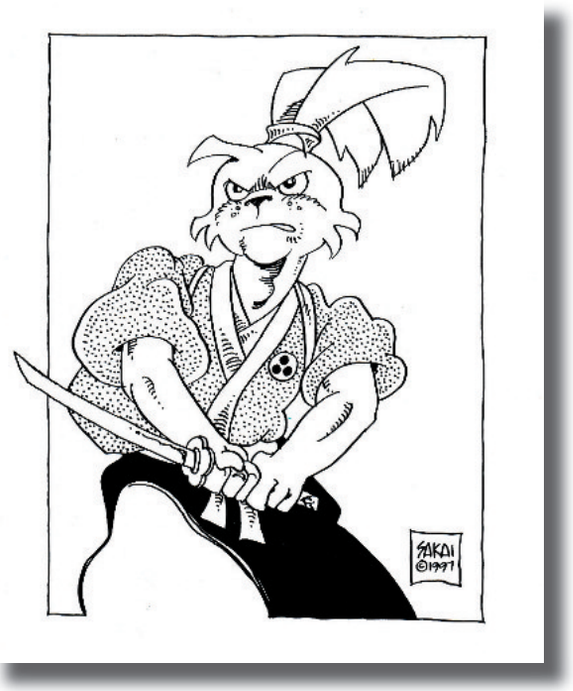
WPA/WPA2-PSK (TKIP+AES): hakuna-matata

GUEST OF HONOR

STAN SAKAI

Stan Sakai was born in Kyoto, Japan, grew up in Hawaii, and now lives in Southern California. He received a Fine Arts degree from the University of Hawaii, and did further studies at the Art Center College of Design in Pasadena, California.

His best known creation, *Usagi Yojimbo*, is the story of a samurai rabbit in a feudal Japan populated by anthropomorphic animals. Usagi first appeared in Albedo Comics #2 in 1984. Since then, he has been on television as a guest of the Teenage Mutant Ninja Turtles, on clothing, toys, in comic books, games, and in a series of trade paperback collections. His books have been translated into a dozen languages, including Polish, Indonesian, and German.

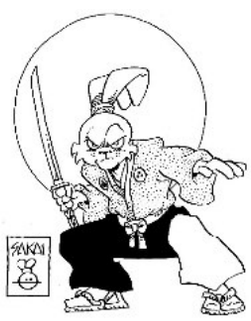


Usagi is famous for its weaving of historical and cultural facts with masterful storytelling in a fantasy world that does not only feature a furry cast but also magical creatures and demons from colorful Japanese lore.

However, Stan has also worked in lettering (e.g. for Sergio Aragonés' *Groo the Wanderer*), created other characters (Nilson Groundthumper), and appeared in numerous other projects with guest art.

Stan's art has been exhibited world wide in venues such as the Japan Tower in Belgium, the Doizeki Gallery in Los Angeles, France's Centre Nationale de la Bande Dessinee, the Society of Illustrators in New York, and the Cartoon Art Museum in San Francisco. There will be a major retrospective of his work

"Working on an independent comic gives me total control of all aspects of the creation. I have talked to creators in other fields and even mainstream comics in which the creators' vision is filtered through so many other people and there is usually disappointment in the final result.*"



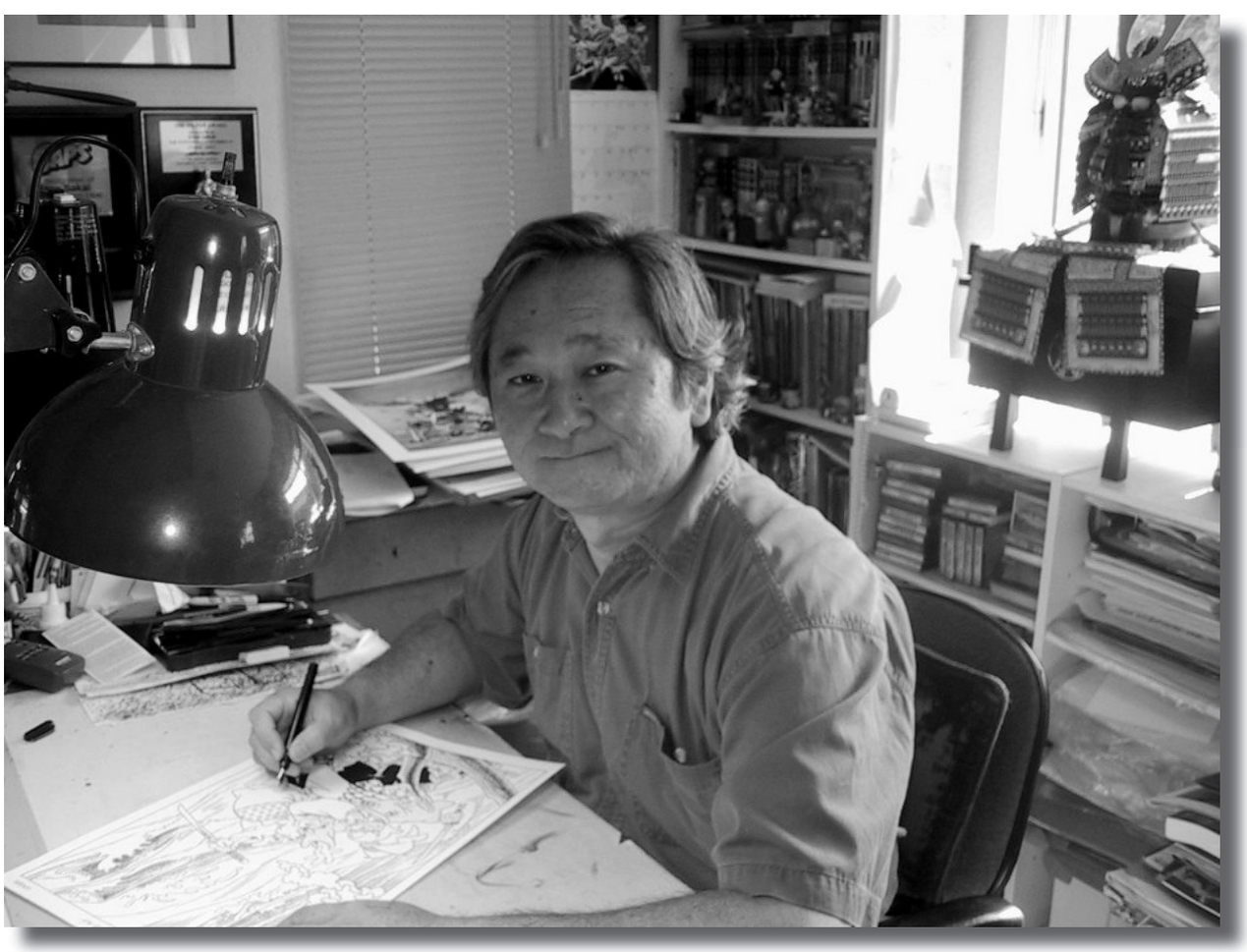
“My favorite film is Kurosawa’s Seven Samurai. It’s a classic that has been remade for western audiences a number of times most notably as The Magnificent Seven. Another “chambara”, or Japanese sword-fighting film I enjoy is Inagaki’s Samurai Trilogy which adapts Yoshikawa’s book, Musashi. Miyamoto Musashi is the person that inspired my own character, Miyamoto Usagi.”**

at the Japanese American National Museum in 2011 (the year of the rabbit). His awards include an Inkpot, multiple Eisners, a Harvey, four Spanish Haxturs, an American Library Association Award, and a National Cartoonist Society Comic Book Division Award.

Stan is published in the US by Dark Horse Comics and Fantagraphics Books. There are twenty-six collected volumes of his works. The most recent, Usagi Yojimbo Book 24: Return of the Black Soul, was published by Dark Horse in July, 2010.

*Sequential Tart Interview, Feb 2001

**Silver Bullet Comics Interview, November 2000



SPONSORS

Supersponsors

Aetobatus (Michael Sawyer)
Agrajag (Adam Green)
Akita Inus
AngelFox (Benjamin Dam)
Angus (Matthias Bauer)
Armand Karlsen (Andrei Alechin)
Athari (Alexander Prokhorov)
Athesis (Bernd Erbert)
Atkelar
Azrael (Juergen Zabel)
Balto (Peter Huber)
Basil Lion (Vasyl Karpov)
belo4ka (Ganna Grashyna)
Bert (Max Artemev)
Beshon (Douglas Penovich)
Binadamu (Dmitry Romanov)
Black Wulf (Keven Frei)
Blacksnip (Mark Kennedy)
blazingstar (alex donker)
Charlie (Evgeny Barsukov)
Crassadon
Cyan Fur Moana (Martijn Smitshoek)
dellway (Paul Razey)
Dusty Yote (Sebastian Kurpas)
DZ (Dmitry Usanov)
Ekevu (Alexander Mück)
Fleki (Anastasia Tsar)
Furvan (Gregor Hassler)
Goldfoxie (Kris Schmid)
Grif (Harald Hechelbacher)
hHp (Hannu-Heikki Puupponen)
Hige (John Tellefson)
Hurga (Hanno Foest)
JBadger
jona (Jonathan Oppeel)
Jumpy
Kamuniak
karmakat (nicolas FRANZETTI)
Kazagh (Bernd Schneider)
Khaycen (Jan Rischawy)
KingSimba (Ang Yao Guang)
Kisu (Raimo Samuli Kokko)
Konu (Eyck Henke)
Kraken D'Waggin
L0k1 (Alexandr Pavlov)
Leon
LeTigre
Locutus (Daniel Koitka)
Loriana (Laura Lyle)
Lupo (Markus Volk)
Lyserc (Sandro Pittini)
Momoli (Simone Zumpe)
Mran
Nerkitt (Martin Schuster)
Nesias von Wolfen (Alexander Wicher)
Nightwolf (Jan Bürgi)
Pandabaer (Dirk Metzulat)
PlatinumWollf (Sebastian Hermens)
Ra-Fluffsky (Michael Schwager)
Rannor (Rustam Dzhalilov)
Raschkar (Heribert Vogt)
RealZero
Red Russell (Brendon Bezuidenhout)
Redmoon Wolfen (Roumy Matthieu)
RedWolf
Rena der Fuchs (Ralf Biste)
Riffuchs (Kai-Uwe Wilke)
Samsara (Stefan Metzulat)
Schneelocke
Scooby (Garrett Stone)
Semoy (Dennis Jensen)
ShadowCat (Michael Zoschke)
Shay (Michael Wolf Visser)
Shep Shepherd (James Anness)
Shyboar (Romano Eberwein)
Skeppo (Andreas Hepperle)
Sleepwalker (Bernhard Schneidhofer)
Sneakpaw (Martin Uitz)
Spottacus Cheetah
Tabalon
Taotao (Stefan Klymkiw)
Tatsyr
Tazz (Karl Watt)
Teramis (Kamil Grzenia)
Thygrrr (Moritz Voss)
Tiberius (Sebastian Caleb)
Tigrenok (Nikolay Yuryev)
Tony (Anton Konovalov)
Utlah
Vector (Benoît-Joan CLARIANA-ROIG)
Vilkatas (Andrius Jurkevicius)
Volkota (Sergey Berdnikov)
Vulpes Rex (Michael Burlake)
weaselman (steven swingle)
Welf (Dirk Brüderle)
White Tiger (Stephan Anders)
Wild-Wolf (Tino Polster)
Wolfstone (Mathias Ghahremanpour)
Wolfy-Nail (Pavel Kompaniets)
Wulfer
yotie (Daniel QUIROGA)
Ysegrim (Gregor Leusch)
Yukon (Thomas Sostaric)
Zver (Evgeniy Maslov)

Sponsors

Aikho (Filip G. Reierskog)
Akiba (Stefan Hekele)
Albrecht (Alex Steer)
Anubis Prime, Nubi (Johannes Wiedra)
Arakin (Stuart Dickson)
Aurin
Avik (Petr Kiselev)
Balu Blackcat (Tobias Braun)
Balu13 (Podshibyakin Vyacheslav)
Bardolph (Daryl Sprint)
Batian_Lion
Beta Minor (Andre Meyer)
Blue_Panther (Robert Keller)
Blue-Vee (Thomas Neuhold)
Brôgon (Björn Schneider)
Buddywolf (buddy troost)
CasperBear (Mike Kröner)
CML (Calle Laakkonen)
Coga (shaun buter)
Dacapo
Darius (Roman Mednitzer)
Dicker Dobermann
Diego
Dimonius (Dmitry Blagodatskih)
DodgerCR (James Hunter)
DukeFawks
ebidk (Lars Nielsen)
Entei-rah (Terence Burridge)
EZwolf (Pepeyn Langedijk)
Felix Carni (Tom Herøy)
Fendracus (Christian Wilke)
Footpad (David Hughes)
ForcesWerwolf (Skunkhase) (Stephan Thumann)
Freaky
FrisbeeDog (Roman Zuev)
Fuzzy (Damian Draper)
Galdor (Michel Willems)
Helios (Geert-Jan Willems)
Ieniki Coon
Igon
Ikari Yalter (Philip Bell)
iRBiS (Daniel Seres)
Iron Sunsetscales (Kevin Jacobs)
Itchigo Icetalons (Stephan van der Woude)
J.C.Fox (Jens Czarny)
Jackrow (Ádám Pászti)
Jagu (Anton Krylov)
JAR (Yaroslav ?uchnin)
JayJay (Jan Högermeyer)
Joon (Jon Fredrik Strøm)
Jrik the cheetah (Yaroslav Oleynik)
K
K9Primate (Peter van der Leij)
Kajoken
Kal (David Narum)
Karakina Fox (Yves Rieger)
Kayjay (Klaus-Peter Jacobs)
Keenora (Nicolas Sell)
Kefen (Clément Mairet)
Khaos (Julian Hutzler)
Kixt (Christer Jensen)
Kougo (Dmitry Gavriluk)
Kulze (Stefan Schopf)
Kuro (Anja Recknagel)
KwisA Wolfy (Jeroen Erik del Prado)
Langohr (Bernhard Sellheim)
Leguma (Thorsten Keiner)
Lemrethh (Gregor Horst)
Leo Scar (Mikhail Koren)
Leomi (Mikko Leikkari)
Lions_ (Roland Daxböck)
Lubin (Vegard A. Dilkestad)
Lupestripe (Andrew Morgan)
Lynard (Dirk Lang)
maverique (Philip Stenzhorn)
Mazin
Meyou (Martyn Bland)
Micel (Michael Kretz)
Montainafox
Mooie (Roy Sandgren)
Nanakifuchs (Christian Drebing)
Natsuke (Danny Tick)
naut (dominik fahrni)
Nbowa (Sean Smith)
Nekotorisha (Brian Vosters)
Neo (Neo Preuß)
Nexion (Dmitry Kuzmin)
Oddity (Alexander Boström)
o'wolf (Jörg Reuter)
Panthras (Dave Collins)
Pez
Pilgrim (Florian Kopp)
Pony (Laurens Nash)
Raghan (VITASSE Johann)
Rallicat (Mark Lomas)
Rapante
Razak (Andrew Lloyd)
Reesa (Barbara Mader)
Remco (Remco Hosman)
Secoh (Steffen Neubauer)
Selth
Shaman (Wei Joo Ooi)
Sharey Foxroo (MIchael Francis)
Shiron (Cayan AKCA)
Shivon (Melvin Batenburg)
Skie (Noam Cvikel)
SouthPaw (Barry Salter)
Svix (Luke Copeland)
SwiftAyama (Marco Winter)
TefnutIV Nastula (Björn Werner)
Temjin
Thalian (Michael Göhre)
Tioh (Markus Nowak)
Toad_Tod (Roman Korobov)
Tomfur (Thomas Petermeier)
TrustyFox (Jan Lars Linke)
Tsanawo (Rik van Nuil)
vlindertea (tea troost)
White Dragon (Martin Vaci)
WhiteShadow Fox (Martijn Beuks)
Wikke (Wim Neefs)
Winterheart (Dieter Merlin)
Wolffire (Heiko Stangel)
Wolfspawn (Rasmus Hansen)
Wolftale (June Ek)
Wruf (Andrew Paterson)
Wulf (Marina Traindl)
XEvoNex
Xopek
Yamavu (Gerald Schnepf)
Ypsilon (Keith Harenkamp)
Zefiro

Titash
2010

WHY THE CHEETAH'S CHEEKS ARE STAINED

A TRADITIONAL ZULU STORY

"Kwasuka sukela...."

Long ago a lazy and wicked hunter was sitting under a tree. He mused that it was too hot for exhausting tasks like stalking prey through the bushes. Below him in the clearing on the grassy veld there were fat springbok grazing. But this slothful hunter couldn't be bothered to get out of the shade. He gazed at the herd, wishing that he could have the meat without the exertion, when suddenly he noticed a movement off to the left. It was a female cheetah seeking food. Keeping downwind of the herd, she moved closer and closer to them. She singled out a springbok buck who had foolishly wandered away from the rest. Suddenly she gathered her long legs under her and sprang forward. With great speed she came upon the unfortunate springbok and brought it down. Startled, the rest of the herd raced away as the cheetah quickly killed her prey.

The hunter watched as the cheetah dragged her catch to some shade on the edge of the clearing. There, three beautiful cubs were waiting for her. The sluggish hunter was filled with envy and wished that he could have such a good hunter provide for him. He imagined dining on delicious meat every day without having to do the actual hunting! Then he had a sly idea. He decided that he would steal one of the cheetah cubs and train it to hunt for him. He would just have to wait until the mother cheetah went to the watering hole in the afternoon to make his move. Smiling to himself in anticipation, he leaned back and waited.

When the sun began to set, the cheetah left her cubs well hidden in a bush and set off to the waterhole. Quickly, the hunter grabbed his spear and trotted down to the bushes where the cubs were concealed. There he found the three cubs, still to young to be frightened of him or to run away. He first chose one that seemed to be strongest, then decided upon another that might be the fastest, and then changed his mind again because the third appeared smartest. Finally he stole them all, thinking to himself that three cheetahs would be even better than one.

When their mother returned a short while later and found her babies gone, she was heartbroken. The poor cheetah cried and cried until her tears made dark stains down her cheeks. She wept all night and into the next day. She cried so loudly that she was heard by an old sage who came to see what the noise was all about.

Now this sage was wise and knowledgeable in the ways of the animals. When he discovered what the wicked hunter had done, he became upset. The slothful hunter was not only a robber of cubs, he had also broken the traditions of the tribe. A hunter must use only his own strength and skill. Any other way of hunting was a dishonor, as everybody knew.

The sage returned to the village and told the elders what has happened. The villagers became upset. They found the lazy hunter and drove him away from the village. The old sage took the cheetah cubs back to their grateful mother. But the long weeping of the mother cheetah stained her face forever. Today the cheetah still wears the tear stains on its face as a reminder to the hunters that it is not honorable to hunt in any other way than that which is traditional.

CHARITY PROJECT

GNADENHOF EMMRICH - ANIMAL SANCTUARY

This year's Eurofurence is supporting the Gnadenhof Emmrich, an animal sanctuary located about 100 kilometres from Magdeburg in southern Saxony-Anhalt. The sanctuary's main task is to take care of animals who have suffered severe abuse and pain in the past, allowing them to leave the cruelties behind and live the rest of their life in dignity. Running the sanctuary is an extremely demanding business as the topic of abused animals is still a major taboo in society; and of course the animals can not be displayed for any commercial purpose.

Animals can come to rest and find peace in the sanctuary. During its forty years in existence, the sanctuary has continuously put a lot of effort into helping the animals as directly as possible. Currently, it is providing a shelter for two donkeys, two ponies, a horse, eight tortoises, ten turtles, eleven parrots, eight dogs, 31 cats and a large number of rabbits. Almost every animal in the sanctuary has a story behind its scars, telling a tale of pain, fear, loneliness and suffering.

Therefore, a lot of patience and time is required to regain trust and friendship. Besides their caring, the sanctuary's staff is involved in several projects which aim to allow better treatment for animals and also raise awareness of what can be done against animal abuse. This involvement is not limited to Germany but also takes place in other countries.

Every donation you provide goes directly to the animals and helps supporting them in their life. Even a small amount of money can be helpful. 10 Euros pay a cat's or a dog's food for a week. The sanctuary's staff is exerting huge efforts to keep the sanctuary running and often go beyond their limits for the animals sake. Feeding and veterinary costs are a constant, daily issue.

Eurofurence is going to conduct various charity events in order to collect money for the sanctuary. Additionally, art can be purchased in the Art Show for charity reasons, while adoption certificates are available in the Dealers' Den. Every donation, even small in size, will help!

CHARITY PROJECT

EVENTS

Adopt an Animal

Learn about the sanctuary's animals and their sad stories. Obtain a sponsorship for an animal and help to keep the sanctuary running.

Time & Location: Adoption certificates can be purchased in the Dealers' Den during regular opening times.

Dealers' Den Table / Art Show

Make a donation for charity by purchasing art. There is a special panel dedicated for charity artwork right at the entrance of the Art Show.

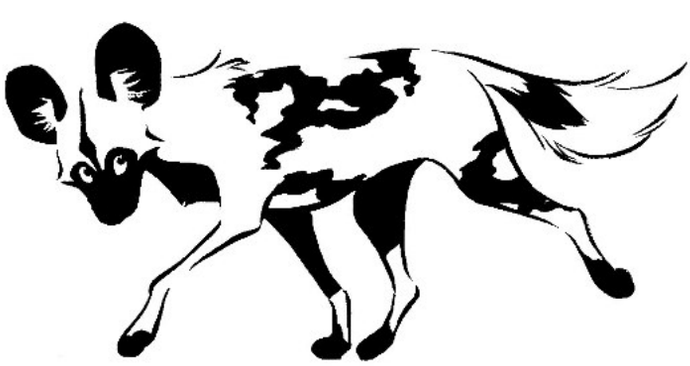
Time & Location: Art Show during regular opening times and Art Auction, Friday 20:00.

Charity Attack

Be sure not to miss various performances featuring puppets telling stories about the animals at the sanctuary. You can learn more about their fates and the work that is done to help them at the Emmrich Animal Sanctuary

Time & Location:
Thursday: before Stage Fever, 19:00
Friday: before the Art Auction 20:00
Saturday: before the Pawpetshow, 19:00

The sanctuary's homepage:
http://www.gnadenhof-emmrich.de/



2010 - THE ODYSSEY RETURNS

BY KYO

I'm asking myself over and over again how to describe that moment when Imorgon haunted my dreams as a veiled ghost at night. I just remember that I woke shocked in the middle of the night, and that I carried this story in my heart. I remembered a brief moment in 2002 when I had watched the movie "Spirited Away". Back then, in the middle of the movie, I suddenly felt as if a rocket had been launched in my head, which would return in a not-too-far future, to tell me everything it would have seen on its way. Now, in this very night, the rocket finally returned.

At first my wish was rather modest: I wanted to tell my tale and decided to create something like an audio book together with a self-drawn comic. This seemed to be feasible, but it was delusive and also ironic, because the work turned out unexpectedly difficult and cost me a lot of time and nerves. In the first months, while drawing the comic, I managed to convince Chama, a musician and a singer, of my project. Despite logistical difficulties lasting for months, we managed to meet several times and create musical concepts as well as record some songs. It was a time of creativity and energy.

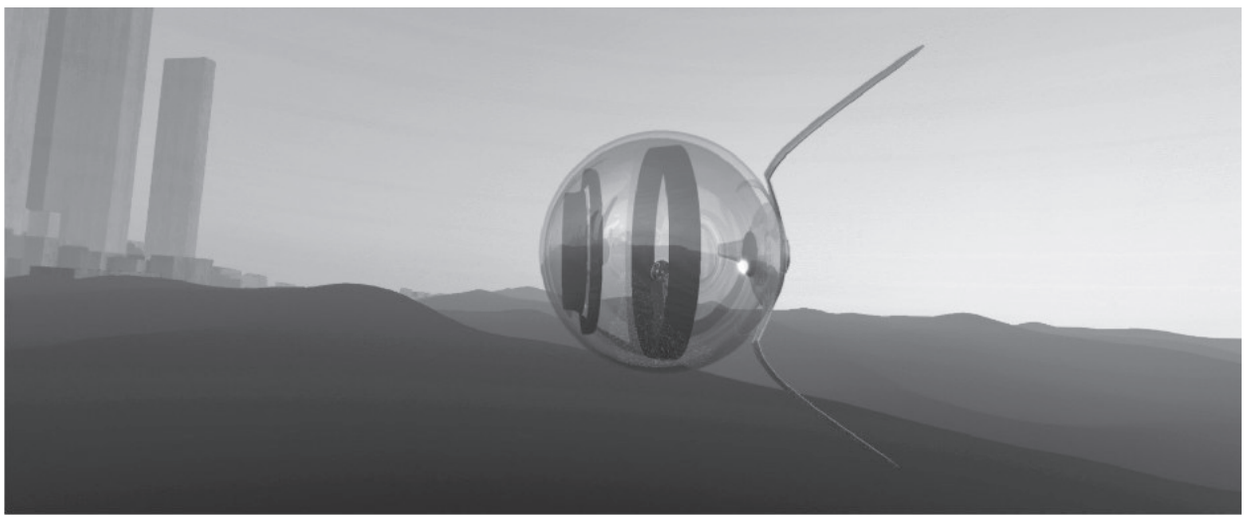
Alas, concepts they stayed, because – with one notable exception – none of the songs composed back then ever came to see the light of day in a finished version. The once so fruitful and promising collaboration trickled away – be it lack of motivation or my dilettantish attitude, I just don't know – and left a field of wasted dreams. By that time, about two and a half years had passed, I decided to postpone the music problem and looked for an alternative form to tell my story, a form where music wouldn't be that essential anymore. Comic "alone" didn't seem to be a strong enough medium, and Cheetah finally sparked the idea to try a "movie". Movie! Movie again! Movie, the damned thing that laid buried deeply under my catastrophic schooling.

"Impossible", it burst out of me, and I rattled off the usual litany about how a single person like me, someone without proper education, budget, and time couldn't possibly even think about creating a movie all by himself.

"No, not impossible", Cheetah replied. And he told me about a person who managed exactly the same feat. Granted, that person was a professional 3D artist and animator. But it didn't change the fact that someone succeeded in producing a short movie of astounding quality – all by himself.

These words had the desired effect. Something inside me came to life again, laughing joyfully. I promised that I would

think about it, and shortly afterward I signed a treaty with myself: I would oblige never to regret my decision, to set my standards reasonably low, and I would accept without complaint if everyone would laugh at my attempt in the end. However it might turn out, I would have created a movie and fulfilled a



life's dream. And I added a clause that allowed me a six month probation period.

Six months may sound like a lot of time. They aren't. Six months time means that I have 60–90 minutes during the weekend, and on weekdays probably 30 minutes twice a day while I'm sitting in the train to get to work. "Streifen" is something of a rail-movie, largely created while traveling in a train compartment.

The search for advisers turned out difficult. To this very day I condemn my choice of 3D software, because even back then it was used very rarely. Luckily I found someone knowledgeable, Xan, a modest gem, to whom I am still grateful for all the tricks he revealed to me in endless IRC sessions. These hints proved enormously useful and saved me months of trial and error. Without him, my movie wouldn't be just as... "unleashed" as it is today. Calling this "technical support" doesn't do him justice at all.

In early 2007, my movie was "ready". It didn't have sound effects, it didn't have music, and the quality of the voice recordings was miserable – but it was a movie and it met the conditions I had set in the contract with myself. However, "ready" as it was, I soon found out that it completely failed to tell my story. It was chaotic and incomprehensible to anyone but me – boy, I still had a lot to learn about storytelling. It was frustrating, and I probably would have given up at this point, if it wasn't for other people telling me that the idea of reworking the whole thing was just crazy. I probably continued just out of defiance, and once again I got unexpected support in word and deed.

There was someone who never got tired to listen to my pathetic laments, when I needed to complain about this wrongful world and what I lacked to continue my project. Taibu, who originally wanted to contribute music, suddenly discovered a whole new talent of his. It was his powerful computers that rendered the lion's share of all material, and who's help cannot be valued high enough. Even though only half of his renderings are shown in the final movie, the rest of the material allowed me to try out things, to reshape and correct scenes, sometimes

over and over again. And all this he did without complaint...

Yes, music was still an issue, and at some point I decided to download a generic insta-music-package. My first attempts were dreadful. After a few weeks' break I finally managed to understand how such a program wants to be used, where it has its strengths and weaknesses. The whole thing won't just generate music for me, it wants to be played like an instrument.

At the same time I started to work with ambient sound and effects, thankfully I was pointed to sound effects under the "creative commons" license, and I found brilliant material there. From that moment, sound design wasn't frustration anymore but sheer joy! Music and sound roughly took me 10 months (final cleanup not included), and as far as I'm concerned I am pleased with the results. I am really happy about the soundtrack, which now bears much more of my handwriting than I deemed possible at the beginning.

The last obstacle was finding the voice actors for my characters. Cheetah pointed me into the right directions and gave me useful mail addresses. Thus I came to know Pan Hesekiel Shiroi, who – through her unbelievably emotional vocal performance alone! – was able to bear one of the most critical and daring scenes of my movie. And I also found another young lady, Reesa, who's soft and sensitive voice gave "Hope" an almost physical existence. A young gentleman, who would have made a very fine Imorgon, unfortunately didn't make it into the project due to conflicting schedules, but that's just one more reason why it would be a pleasure to have him in my next project, "Panzer o1".

"Streifen" is finished now, and the bitterness about the course of my life is long gone. I will start new projects, choose new tasks, but I'll never again devote myself exclusively to a single thing, like I did for this movie.

My mission is accomplished. Alone, and yet not without help for which I cannot ever thank enough:

Thank you all who believed in "Streifen" and in myself. I probably wouldn't have done the same if I were you. All the more valuable is your support and I truly hope that the result you're now finally about to watch, will encourage you to continue to believe in the impossible.

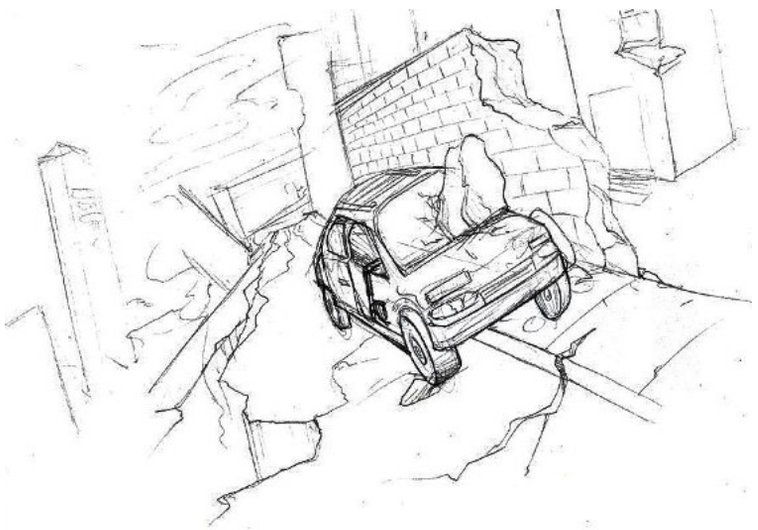
I hope to personally welcome many of you at the first public viewing of "Streifen".

There is always hope!

— kyo

SHOW, DON'T TELL

BY ALEX VANCE



The best and worst advice for writers and artists

Let me begin with this: not all fiction conveys imagery, and not all art tells a story. Some excellent writers try not to spoon-feed their readers with pictures (not even to describe their protagonist) to force the reader's imagination to go nuts. Abstract forms of art eschew recognizable shapes or patterns to evoke raw, primal emotions in the viewer. In both situations, no two people have the same experience of the story or artwork. And that's all well and good, but it doesn't sound like a lot of fun.

Tastes may differ, but when I read a story I want to experience it. When I observe a work of graphic art, I want to explore the world it presents. Here, the writer and the artist strive to transmit what they see in their mind's eye into the brains of their audience, through letters and shapes.

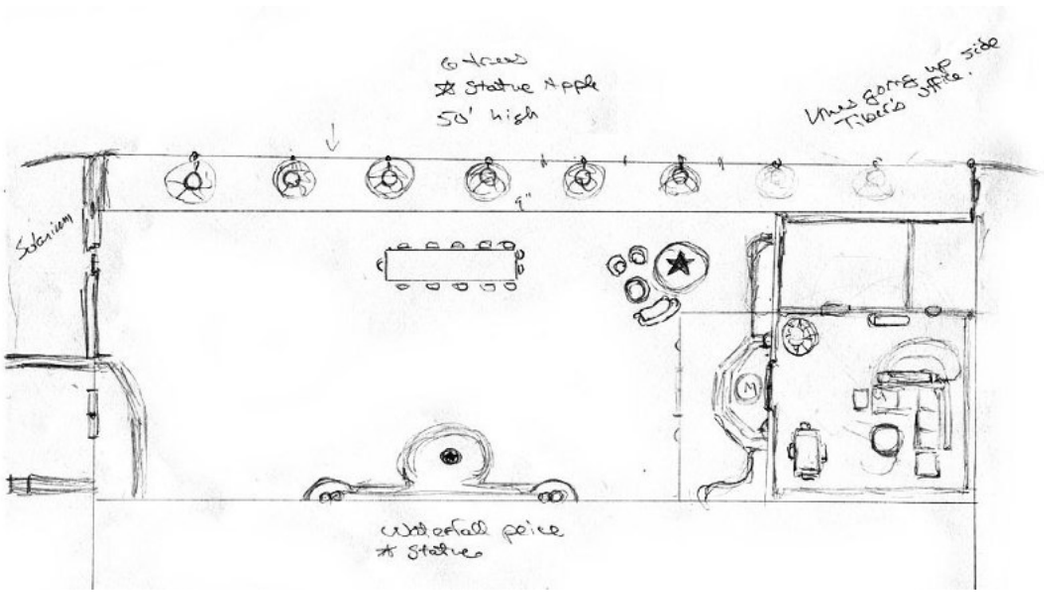
And here we see a curious phenomenon: they do so in surprisingly similar ways.

I've always loved writing visually, to convey the atmosphere of a scene by drawing attention to details that let the reader feel the world behind the letters, to manipulate their emotions by calling on provocative imagery. I cultivate the scenery and characters in my mind to be compelling, and I want to share that with my readers.

A full ashtray under a cracked window speaks of poverty and decay, of hopelessness and cynicism. Two dew-frosted glasses of cold lemonade on sunlit floorboards strewn with sawdust are a well-deserved reward for hardy, decent labor and companionship.

I'd worked with a smattering of artists before I switched to producing comics, but in the three years since I started Heathen City that experience has increased tenfold. Some of them were supernaturally gifted autodidacts, others artistically educated and galleried, but all of them had fertile imaginations. A humble writer can't ask for finer collaborators.

Now, my least favorite way of working is to deliver a script and receive completed pages in return at set intervals. The pleasure of working on graphic fiction, after all, is the creative resonance with the artists who bring the story to life, to engage their imaginations and synthesize that into the developing narrative. I've always taken great delight in conversing with the artists while the script is taking place – which, admittedly, is one of the reasons that we've only been able to produce one book a year... but it's a price worth paying.



The first story in the second book, by Vahnfox, was originally a heist story focused on action, timing, ingenuity and gadgetry – all the stuff that makes heists so exciting. The team our hero employed to pull off the caper were disposable criminals, but gradually, over many conversations, they transformed into a family and the story became much more about a conflicted man's desire for peace and love.

The thrilling logic of a well-executed break-in took a back seat to the more significant emotional story, showing that this family of thieves lived beyond the edge of the law, but didn't need to abandon their attachments in order to do so, as our hero has done. This resulted directly from that horrible business buzzword synergy, where Vahnfox and I discovered common ground in our relationships with our siblings, and brotherhood became a major component of the story.

When my script for Zooshwolf's story in the same book called for an opulent office belonging to an executive herbivore (I'd mentioned that this was a rarity in the predator-dominated upper echelons of the book's corporate world) his designs simply blew my mind. He'd incorporated preclassical Mesoamerican architecture, unaware that this was kind of a big deal in the mythology I was slowly unwinding, and he'd made the space tall enough to include trees. He explained this was an effort on the herbivore executive's part to ease the claustrophobia and fear of solitude common to herbivore psychology, as I'd discussed with him, but also as an effort to intimidate his guests. These would almost uniformly be predator species, so inviting them into an open space designed specifically for a hoofer's comfort would leave them feeling out of place.

Brilliant. I could fill a book simply by listing the occasions where a creative brainfax increased the story's hit points, to borrow a gaming phrase, but suffice to say: it's awesome when it happens.

What I've observed is that these moments of sympathetic creative resonance occur when both writer and artists are thinking as both writer and artist. This is when the imagery of an event in the story is rooted in the scene's emotional purpose, while the implied logic of its origin and future purpose serves narrative purposes as well.

1. What, physically, is present in a scene that evokes the scene's mood and emotion most vividly?

2. Which objects do you see in an image? How do they relate logically and structurally to each other, and what does it tell you about what or who you're observing?

An artist has no trouble answering the first question. It's almost second nature, as visually-oriented as artists are, to invent objects and attributes that convey the sense they have of a scene. Writers are so accustomed to working out the implicit sequence of events behind a scene or character that resulted in their current condition, that they barely need to ask themselves the second question. It's what they do.

But how does a writer tackle the first question? As I said, some avoid it by skipping imagery altogether and going

straight into the nebulous psychology of their characters without the use of such metaphors. That's kind of cheating, though.

And how does an artist tackle the second? Again, many cheat by neglecting to draw a background, costume or props and instead leave the viewer to engage the character's body language and expression. Powerful though that may be, I think that's cheating as well.

The key to both questions is the title to this article, which is something every writer has heard a squillion times: show, don't tell. It's a dreadful piece of advice, not because it's a bad idea, but because it means different things to different people and it's applied to such a vast variety of subjects that it almost loses its meaning...

Which makes it perfect here. Our goal, as writers and artists, is to convey both emotion and narrative through imagery and not through exposition or dialogue. We want to show the reader or viewer an object or attribute and have them immediately feel the mood of their environment, and figure out on their own how this is a part of the story's continuity.

In the back-to-back panels I'm giving on Friday I'll discuss a number of examples, techniques and exercises to help writers and artists to think alike, and hopefully to produce better stories and art.

We'll discuss semiotics, a field of study concerning the relationship between the signifier and signified. We'll look at cinema as a source for imagery that evokes both emotion and logical thought. We'll consider how much is too little and too much when it comes to visual description in writing and background density in art.

I will answer questions and tell tall tales. I will strangle voodoo dolls that represent artists who think that backdrops don't matter and writers who think readers don't want to know what things look like[1].

I hope to see you there!

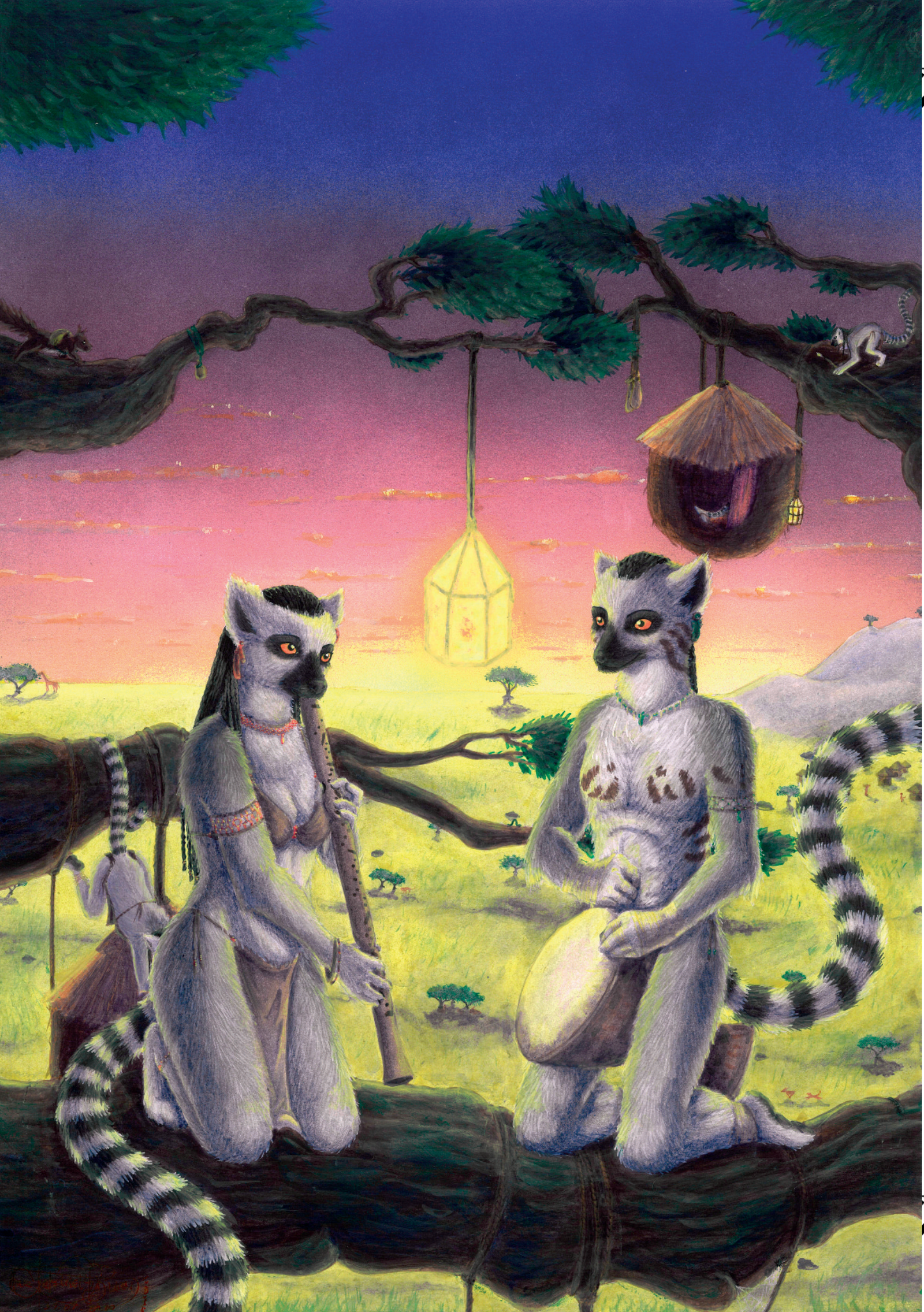
— Alex F. Vance, 2010

[1]It has been indicated that voodoo dolls, like sharks and space lasers (spazers), are not permitted on hotel grounds.

Alex Vance is editor-in-chief of small-press anthro publishing outfit Bad Dog Books, founder and absentee admin of anthro fiction archive FurRag.com, and writer-producer of adult serial graphic novel Heathen City. He is scheduled to give a series of workshops relating to writing, art, and publishing in the fandom.

- Thu 15:00 – 16:30 Heathen City Backstage: Commentary and Q&A
- Fri 15:00 – 16:30 A Thousand Words: What writers can learn from artists
- Fri 16:30 – 18:00 A Thousand Ships: What artists can learn from writers
- Sat 15:00 – 16:30 Small Press Publishing roundtable
- Sat 16:30 – 18:00 Getting Published: how to polish, proof and prepare for publication

Sketches courtesy of Phantastus, Vahnfox, Zooshwolf and Blue_Panther.



A MEERKAT'S DUTY

BY CAIRYN

Among the animals of Africa, the meerkat is not the largest, fastest, or most ferocious. But they make up for it by living in colonies, protected and supported by the whole clan. A lone meerkat is not only a sad meerkat, it is a snack for the uncivilized savanna people, first and foremost among them the fearsome lions.

Meerkats live by three tenets: *Guard the colony and protect it from harm. Dig tunnels and dens for the clan. And take care to raise the next generation in safety.* Thus, meerkat clans have survived for millennia under the hot sun, in the searing winds of Africa.

Talakele was a decent enough meerkat, although it was the third tenet that primarily found his interest – and perhaps even with that, it was not so much the *raising*, which occurred to him as secondary, rather optional step. There were meerkats that weren't too comfortable with guard duties, standing on the dangerous savanna, but for Talakele, being a guard came with three delicious advantages: he could oversee the kids that were allowed to play outside, and guys with kids always made a good impression on meerkat girls. He appeared as fearless and bold as a meerkat could be, which made a good impression on meerkat girls. And he could wear a spear, a shield, and the ceremonial trappings of the guard, which made a good impression on... well, one might have gotten the notion that his interests in life were rather one-sided.

The day had been hot, which was not unusual, and the kids had been quiet, which was understandable enough with the distant whiff of lion on the air. But there was no predator nearby, no thunderstorm brewing, and no trouble among the youngsters, and so Talakele decided that it was time to have a little chat with one of the cute girls that had been out food-hunting and water-fetching all day, and who were now gathering at the tunnel entrances for a bit of rest. The one he had set his sights on wore a blue dress, and she had been looking his way for days, so surely there was a bit of attraction on the winds.

"You have the most striking brown eyes", Talakele said.

"We all have", the girl answered, and her friends giggled.

"But yours are like dark berries that gleam with morning's dew." Perhaps Talakele would have counted it among the benefits of guard duty that he had the time to come up with nice compliments and sweet-talk, if only his choice of words had been more skillful. "I have watched you. Perhaps tomorrow I will ask to be among the guards that protect you when you're out to work."

"Perhaps today, you should watch the cubs instead of me. Then tomorrow you may carry a water bucket for me?" She smiled, which made him almost want to carry that bucket.

"The cubs are fine, see, I have an eye on them all the..." A scream, shrill and high, pierced the evening. Talakele jumped into the air and ran towards the playground with nary a thought of the girls – his interests might have been unvaried, but his duty as guard was unwavering. The kids were already half on their way to the tunnels, and he hastily counted them.

Two were missing.

"What happened?" he asked one of the older kids. There had been no danger, he was sure of that. Nothing should have happened at all.

"They got taken by the wind!" the cub wailed. "The wind caught them in a cage!"

It pointed eastward, and Talakele pinched his eyes, trying to gaze into the approaching dusk. Yes, something moved... something that was floating about, which was not a bird, and which should not float in the air at all.

Within a second, all meerkats had fled into the tunnels, into safety, with the exception of Talakele. He couldn't flee – he was a guard after all. And thus, he had to do what meerkats are loath to do: follow the danger, and rescue the cubs. He sighed, remembering that the life of a guard was not just jest and jolly, but what choice did he have? He had lost the cubs, arguably by his own fault, and that was the worst thing that could happen to a meerkat. If he was to be forgiven, he needed to return the cubs unharmed. He shouldered his shield and sheathed the spear on his back, dropped to all fours and hurried after the strange floating thing.

The floating thing was a cage, he saw after catching up a bit, and inside the cage there were two cubs, alive but frightened, and considering the fact that the cage didn't even have wings to stay in the air, their fright was duly justified.

The smell of hyena got stronger with each jump. It confirmed his worst fears, and when the shape of a bent old hag seemed to appear out of nothingness, holding the floating cage in one hand, Talakele almost stopped for the next hole in the ground to hide. A hyena witch, and one of the evil kind too, that made rescue almost impossible.

Some say that all hyenas are witches, which is an exaggeration, but clearly most of the magic deeds in the savanna are performed by hyenas. Dusk was the time for them, and woe to the lonely meerkat who gazed upon their hungry glowing eyes. This witch, going through the trouble of making herself invisible for the caper, was out for more than just food: the captured cubs would serve her in some eldritch ritual, and Talakele shuddered to think about it.

The hyena witch turned around, as if she had sensed her pursuer, and giggled maliciously. She had little to fear from a meerkat, even one with a spear, for the ancient powers of the savanna were hers to command.

Talakele ducked into the yellow grass, hoping she wouldn't come for him. A hyena witch was too much for his meager strength. He would have to call in a favor.

* * *

Some time ago, Talakele had encountered another witch at the river. Her name was Mazubeni, and for a hyena she was friendly enough. Not all practitioners of the dark rituals were evil; some were nice and helpful, even. Others were absent-minded and full of grand thoughts, not bothering with the ordinary lives of savanna folk. But Mazubeni was of the decent sort, and sometimes the meerkats brought sick clansmates to her for healing.

Talakele had on such occasion visited her before, and once, on a walk close to the river, he had warned her of a crocodile that had come dangerously close. He did imagine that he could have jumped at the beast, ramming the spear upright between its gaping jaws, the courageous meerkat warrior of legend; but alas, this was a mere fantasy, all he had really done was whistle a warning. Which is good enough for a meerkat, Mazubeni had stated, and she had promised him a magical favor.

It was certainly good luck that Talakele hadn't used that favor for something else already. Perhaps it was the thought that there may have been some important situation coming up in the future, but given Talakele's disposition, it was more likely the scariness of witches that had kept him from redeeming the favor. Benign Mazubeni might have been, but she was still a witch. Approaching her hut which rose from the savannah like a rhino horn made from twigs and loam, he glimpsed the white bones, heard the wind moan in webs made from threads and little stones, and smelled the mouldy herbs and dried reptile parts used by witches in their occupation.

"Come in, Talakele", Mazubeni called when he drew nearer, without turning. The meerkat felt a little shiver running through his fur. "You seem to be upset."

"I am in trouble", he admitted. "A witch has stolen two cubs away from the clan."

Mazubeni nodded. "I know that one. She is an onzoki nateka, a fire bringer. Used to live up in the jungle, out by Ketoka river. That is, until she burned the place down. She has no place out here on the savannah, and I and my sisters hope that she will go away soon."

"I need to get the cubs back."

The witch cackled. "Good luck with that, little Talakele. Not even we dare to approach her. A powerful one, that onzoki. You will be better off running far, far away."

"I need to get the cubs back." Talakele straightened.

"You couldn't have done a thing."

The meerkat whined. "I failed them."

Mazubeni raised her head, and green eyes pierced his. "You are not doing this for yourself? To keep your station, and to avoid punishment?"

"I must do it for them", Talakele said in a soft voice. "They don't deserve that fate."

The hyena nodded, and unfolded from her crouch until she towered high over the meerkat, all shaggy black and white and brown in ominous patterns. "I cannot confront her. And you... are a meerkat. You wouldn't last for a heartbeat, even if she weren't what she is."

Talakele started to sag, his spear and shield a heavy load. But Mazubeni wasn't finished yet. "I could... well, it would be a risk. But mud, yes, mud would be protection against fire. And size, and strength."

"Tell me!" The meerkat's ears flickered.

"I could remake you. Into something that is able to break her power. But, you know, it must happen this night."

Talakele shook his head, thinking of the abducted cubs. They were lucky if they had this night, even.

"You know what I am. I am a witch of the night and of dreams, and my powers are bound to darkness and moonlight. I can hold shape and form, can bind and release, but sunlight binds the spell, and it will become permanent. When I remake you, you will have until dawn to return to me, so I can shatter your shape and turn you into a meerkat again."

He wasn't sure whether he understood, but he nodded industriously.

"Good. Then let's begin." And with powers of night and moonlight, with eyes blazing with green lightning, with bones and sticks and the smoke of dried herbs, she remade him.

When she was done, he towered over her hut.

Talakele swung his massive long nose around, which he would need as a hand, since all his four legs had become massive pillars of bone and flesh. He touched the tusks growing from his lips, and stared down at the witch, the oh so little witch. His spear and shield lay beside her, forgotten, toys only.

"Oh", he sighed, and his voice was a rumble on the savannah. "I didn't think it would feel like this."

Mazubeni walked around him, nodding, satisfied with her work. "You need to roll in mud. Your skin is not as thick as it seems. And don't forget: be here before the sun comes up, because if the sunlight touches you, you will stay this way."

Talakele lifted one leg, then the other. He missed the nimbleness of his body. "I'd rather be a meerkat."

"Return before dawn. Now go, hurry up." The hyena stepped back, pointing towards the far horizon.

The giant that had been Talakele started moving. Although he felt like a lumbering colossus, each step took him farther than three meerkat jumps, and once he grew accustomed to the body, he hurried over the grassland towards the den of the fire witch.

Just once he stopped to follow Mazubeni's advice and roll in mud at a riverbed, until sticky loam covered him from the head to the too-little brushy tail. The moon wandered across the sky, and he needed to make haste.

* * *

It was not difficult at all to find the hut of the nameless witch, the onzoki nateka. It was not difficult because it burned. The witch's den was a huge hollow mound of earth, but it was not covered in grass or clay or bundles of straw... it was on fire. Talakele could not see what kind of substance fed the fire; the hill itself seemed to burn.

But that was not important. He was still larger than this mound. Talakele stomped his flat foot. The power of that single step made the earth shudder. It was enough to break through the roof of a meerkat burrow, had there been one.

The witch came out, stepping through a curtain of fire as if it were nothing more than the spray of a waterfall. She had one meerkat cub in each hand. The kids were wailing, but alive. Whatever the ritual of the onzoki might be, Talakele had arrived in time to stop it.

"Give me the meerkats", he demanded and swung his trunk around.

"What are you?" the hyena wondered. "I haven't yet seen a beast like you around."

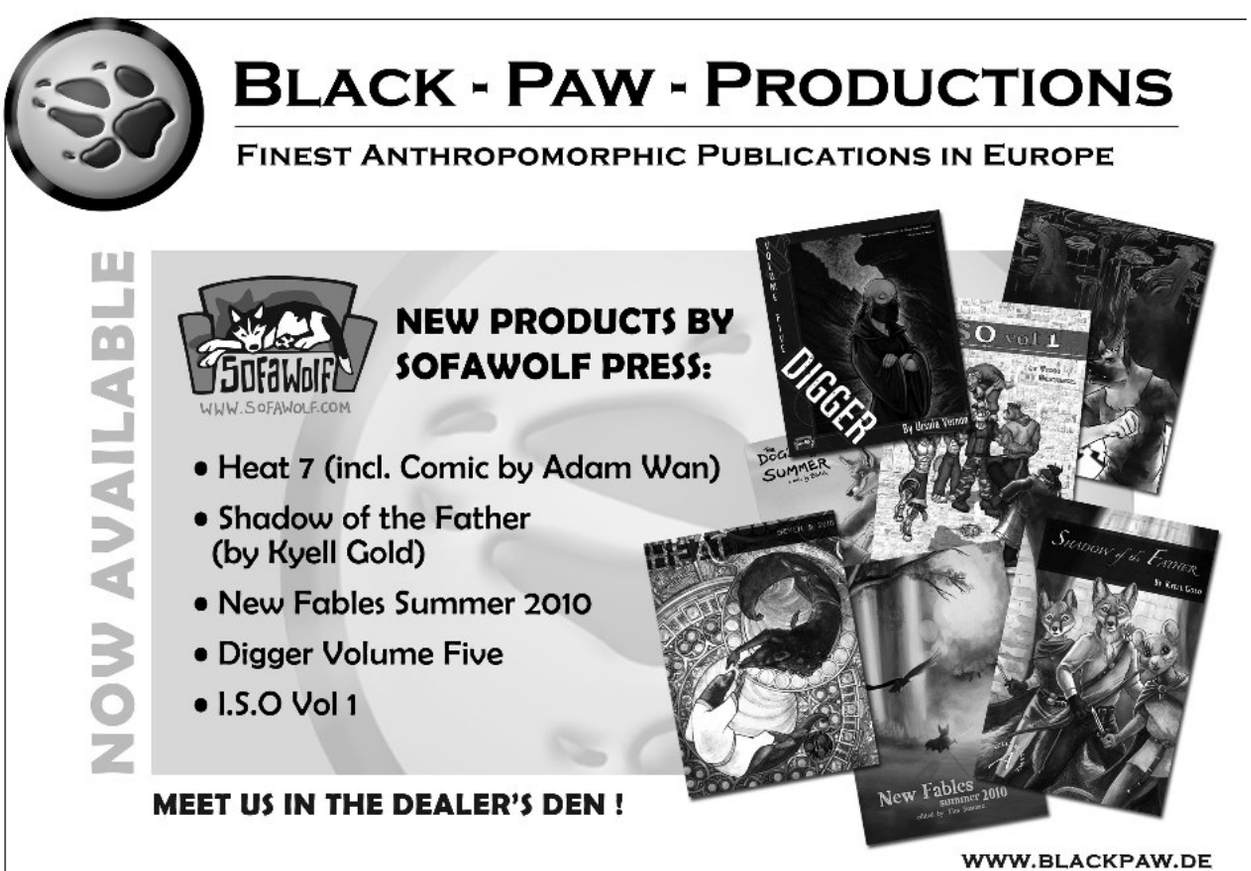
"Give me the meerkats", Talakele repeated. The witch put the kids on the ground and stepped forward, fearless and glowing with maliciousness.

"I wonder how you burn", she said and threw fire at him.

Talakele was not prepared for this reaction, since his knowledge of witches was rather limited. From a corner of his eyes he saw the cubs running away, but not too far: when the meerkat curiosity got the better of them, they stopped, ducked, and watched the battle.

The fire burned across his flank; he was not fast enough to avoid it. But the loam protected him from the searing heat. His trunk reached for a stone – well, he might have called it a boulder when he was still a meerkat – and flung it at the witch.

The onzoki nateka danced away, her speed a proof that all her old woman's posture was a deception, and conjured up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more fire, with nothing else but a flick of her wrists.

Talakele began to doubt whether his current form was really suitable for battling the witch. What had Mazubeni been thinking? What he really needed was speed and agility, not size and power.

But on the other side, a single hit of the witch's fire would have burned him to a crisp as a meerkat, while the loam armor was shielding him suitably well now. What he needed was an attack.

He stomped forward, swinging and bellowing, and for a short moment the witch seemed to be intimidated. Then she showered him with more fire, and he felt pieces of loam falling off his hide as baked clay.

The cubs whistled in excitement and terror. But they didn't run, which would have been the wisest decision, even with many kilometers of open grassland between here and the clan's warren.

He retreated from the burning hut and the hoarsely giggling hyena. She showed her teeth, yellow and dagger-sharp, and came after him. Trying to protect the spots on his hide where the loam had already fallen off, Talakele performed a little dance among fireballs hurled at him. Perhaps it was time to simply grab the cubs and run away.

Then he noticed something. The fireballs got weaker with every step away from the witch's burning mound. When he was two hundred meters away, the witch stopped pitching flames at him, because their power was diminished to a mere glowlight. Then the witch stopped following him altogether, her ears flat to the head, her nose angrily wrinkled.

"It seems you are out of fire", Talakele said. "I think I will now take the cubs and bid my leave."

"I may be out of fire", the onzoki nateka replied, "but I am not out of fangs." She produced a nasty looking knife from her garments.

Then she faded away like a wisp.

Sharp pain in his left foreleg reminded Talakele that invisible did not mean gone. Loam wasn't quite enough protection from a knife, and his ability to throw around large stones meant little when the witch provided no target. Two or three times, he whirled his trunk around, but it did not connect with anything, and each attempt was followed by another stab from an unexpected direction.

Talakele couldn't shake his assailant. The hyena was faster than him, and she didn't hesitate to cut and prick and lance, occasionally chuckling as if the whole thing was a joke.

To Talakele, it was a killing joke.

Until he remembered how her fire had faded with the distance to the burning mound. Perhaps the witch's secret lay there in her den. And while he couldn't get at the invisible hyena, he could get at the mound. As quickly as he could, he stormed at the mound, thundering step after step.

The mound did not bear his assault. When he ran into it and over it, his trunk hitting at the flames, the structure collapsed. Embers flying, Talakele stomped across the fire again and again, finally rolling in the ruins of the den. Smoke wallowed up, and the fire began to die.

The witch shrieked. She began to throw fireballs at him again, but when the mound died, crushed, her powers waned, and not even the knife did her any good: visible again, her fur turned to powder and gray ash, her body wrinkled and crumpled, powerless, and when Talakele put out the final flame, the onzoki nateka broke apart like dry charcoal and fell to the ground, as dead as only a witch can be.

Talakele breathed heavily, his hide smoking in places, bleeding from numerous small wounds. But the cubs – the cubs were safe. He stretched out his trunk, and they readily allowed him to collect them.

* * *

The cubs sat on his trunk while he stumbled wearily back to the warren. The moon was already well on its way to the horizon, but he didn't dare to visit Mazubeni first, he could not leave the cubs alone, nor could he protect them all the way home if he was returned to his meerkat form first. There was a scent of lion in the air, much stronger now than it had been in the daytime, and the glowing spots in the grass might have been eyes, reflecting the moonlight.

In fact, the lions seemed to be very close, and the throaty call of the lionesses was much too frequent for his comfort. A whole pride was on the prowl that night.

The grass parted, and a lioness growled at him. Crouching in the shadows, a hooked spear in her paws, she stared at Talakele, the towering beast. A male lion passed behind her, not

EUROFURENCE 16

SERENGETI

half as careful with his cover as the huntress, yet expecting to eat well, as it was the custom with lions.

The lioness turned back and disappeared, but Talakele had a funny feeling now. There were no herds in the vicinity, no zebra or gnu, no antelope or kudu; they were all down at the watering hole or the river at this time of the month, and there was only one kind of lion food left...

Meerkat.

Talakele quickened his pace, forgetting his fatigue. A pride of lions was dangerous; while the meerkat guards were well equipped to beat back a single lioness, a whole pride might not only attack the warren, but dig for the subterranean dens.

He didn't know why this pride bothered; meerkats were not large enough to be considered good prey by lions, no more than a snack. Perhaps another, more powerful pack had driven them from the herds. It did not matter. He needed to warn his clan.

Approaching the warren, some meerkat guards challenged him. It might have been difficult to convince them of his intentions, but the cubs he returned started to blurt out the story of their fabulous rescue and the witch's demise, and thus gave him credibility. He did not mention his name, though, or the fact that he was a meerkat himself – some things better stayed hidden, at least for now.

"There is a pride approaching", he explained to the guards. "Better evacuate the upper dens, and have the escape tunnels opened."

"How do you know about that?" the guard demanded to know, staring distrustfully at the huge stranger.

But Talakele didn't answer. There was not much time left, he had to get back to Mazubeni's place. Turning around, he tromped off, already exhausted from the march to the warren. Was that a hint of dawn on the horizon?

The lions were gathering. They passed him as he moved along, stealthily sneaking through the grass, but he could see the brown and yellow grass blades moving, and he could smell them while they avoided him. He was too large to be attacked, and the pride was focused. In the distance, other lionesses closed in to the warren from the opposite side. And a male or two were waiting outside of the circle, too close to the escape tunnel exits.

Talakele stopped. The attacking pride was too large for the meerkats to defend against, and they were well organized.

He couldn't go now.

He was a meerkat guard, and a meerkat's duties involved *guarding the colony and protecting it from harm*. And in his giant form, he was the only meerkat around who could.

The lions were very surprised when the stranger stomped into their midst, hitting them with his trunk, bellowing a challenge. They had never seen anything like him, and were loath to attack. One lioness tried, jumping at Talakele, but he could grab her by her garb and hurl her at two others who were still undecided.

Against the witch herself, his sheer power had turned out to be of little use, but he was a formidable adversary for a lion pride. Nevertheless, they had the advantage of numbers, and they were hungry. While a few of them distracted him, others started to thrust spears into the den, hoping to kill a straggler. He tossed the opponents aside and lunged forward at the spearbearers, as well as his body allowed.

Talakele tried to be everywhere. He hit hard and trampled a lion underfoot; he charged and challenged and bellowed, all the while trying to remember the layout of the maze of dens and tunnels, so his enormous weight wouldn't accidentally destroy his home.

After a long drawn-out battle, the lions seemed to decide that this food just wasn't worth it. The smarter lionesses had figured that he wasn't attacking the pride but defending the colony, although they clearly couldn't understand why. They hissed and roared at him and showed their teeth and shook spears and knifes, but ultimately they retreated.

In the east, the sun came up, and a single ray of light fell on Talakele's forehead.

* * *

It is said that elephants step very carefully when they are near a meerkat warren. People claim they know why: under the weight of the pachyderm, the roof of the den would cave in, and the elephant may break his legs if they get caught in the collapsing tunnels. That is a very sensible notion. Yet, every now and then there is an elephant who does not avoid the meerkat dens, but comes closer, looking, searching, as if pondering a half forgotten memory, and in his eyes you see a secret longing.

END

QZWTT
2009

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invites you to join us June 23-26, 2011
as we transform the
David L. Lawrence Convention Center
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EF Prime
Your Eurofurence Channel

Once again, EF Prime keeps you entertained during the convention, even if you decide to take a break in your room.

Broadcasting around the clock during EF, this channel offers music, fun, entertainment as well as information regarding the convention, the schedule and events. EF Prime also brings the stage events live into your hotel room so you don't have to miss a thing. However, watching the events live on stage is so much more fun, isn't it?

EF Prime only broadcasts to the rooms of the Maritim Hotel.

You can find EF Prime on Channel 25 on your hotel TV.

Wednesday

15:00	**EF Prime Clipshow** Fun and information about your convention
21:00	**Anthrocon 2010 Highlights**
1:00	**EF Prime Clipshow** Fun and information about your convention

Thursday

6:00	**Uncle Kage's Story Hour** Recorded at Eurofurence 15
7:00	**EF Prime Clipshow** Fun and information about your convention
10:00	**2, The Ranting Gryphon** Recorded at Eurofurence 15
11:00	**EF Prime Clipshow** Fun and information about your convention
14:00	**Uncle Kage's Story Hour** Recorded at Eurofurence 15
15:00	**Banner Brawl** Live Stage Event
16:30	**Prime Cuts**
17:00	**EF Prime Clipshow** Fun and information about your convention
19:00	**Stage Fever 2010** Live Stage Event
21:00	**Prime Cuts**
21:30	**Fursuit Dance with DJ Kenai** Live Stage Event
2:00	**Confuzzled 2010 - The Highlights**
5:00	**Prime Cuts**

Friday

6:00	**Further Confusion 2010 Highlights**
9:00	**EF Prime Clipshow** Fun and information about your convention
12:00	**Stage Fever 2009**
13:00	**Prime Cuts**
13:30	**Fursuit Gameshow** Live Stage Event
15:00	**EF Prime Clipshow** Fun and information about your convention
16:00	**Prime Cuts**
16:30	**Fursuit Theatre** Live Stage Event
18:00	**EF Prime Clipshow** Fun and information about your convention
20:00	**Megaplex 2009 Highlights**
22:00	**Kage vs. 2** Live Stage Event
1:00	**Prime Cuts**
3:00	**Confuzzled 2009 Highlights**

Saturday

6:00	**Anthrocon 2009 Highlights**
9:00	**EF Prime Clipshow** Fun and information about your convention
13:00	**Prime Cuts**
13:30	**Dr. Furringstone** Live Stage Event
15:30	**EF Prime Clipshow** Fun and information about your convention
17:30	**Prime Cuts**
18:00	**2, The Ranting Gryphon** Recorded at Eurofurence 15
19:00	**The Pawpet Show - Ogwambi** Live Stage Event
22:30	**Prime Cuts**
23:00	**The Big Blue Dance** Live Stage Event

Sunday

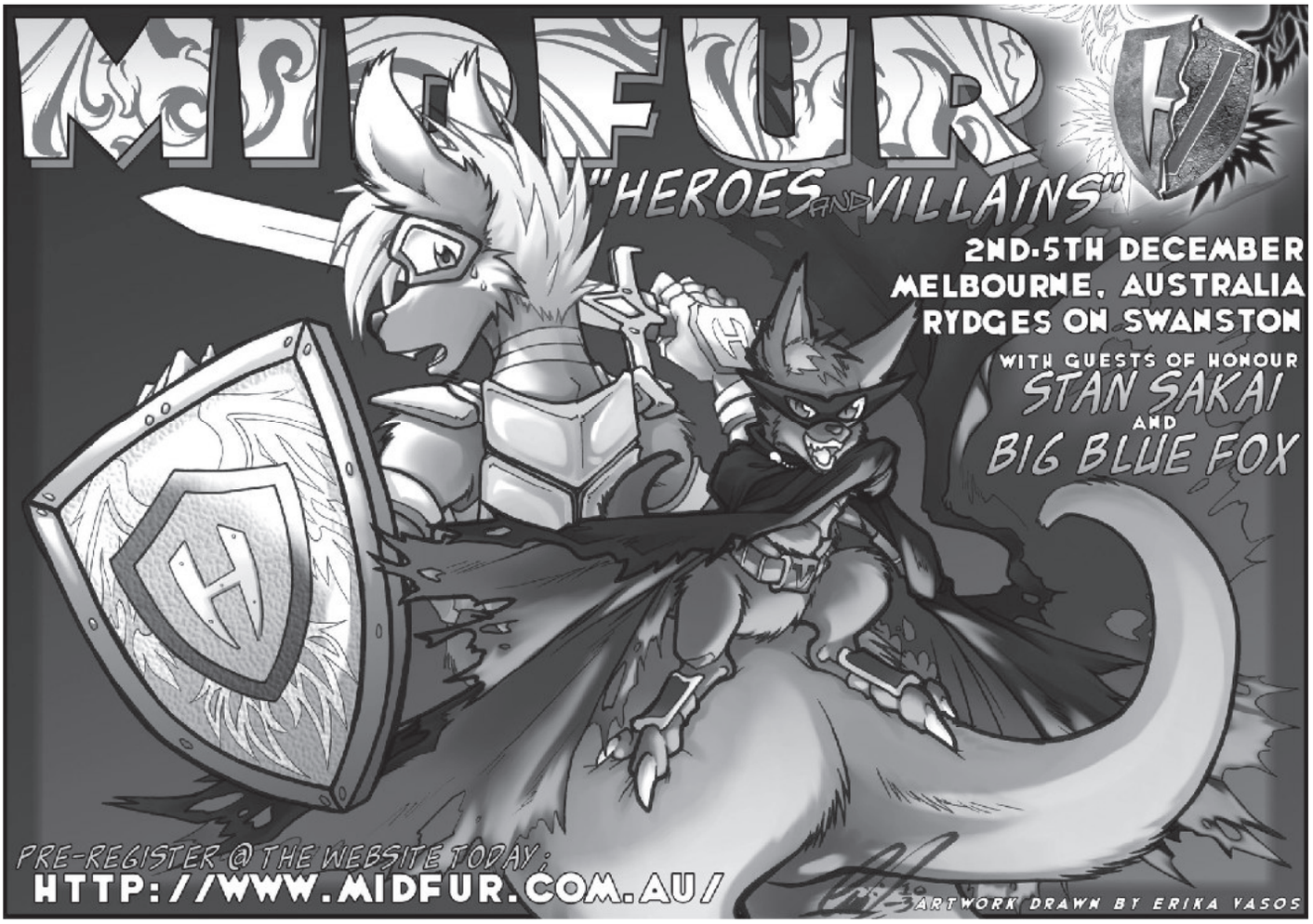
6:00	**EF Prime Clipshow**
10:00	**Prime Cuts**
12:00	**End of Broadcast**

Artwork by NeoXIII and Henrieke

EUROFU

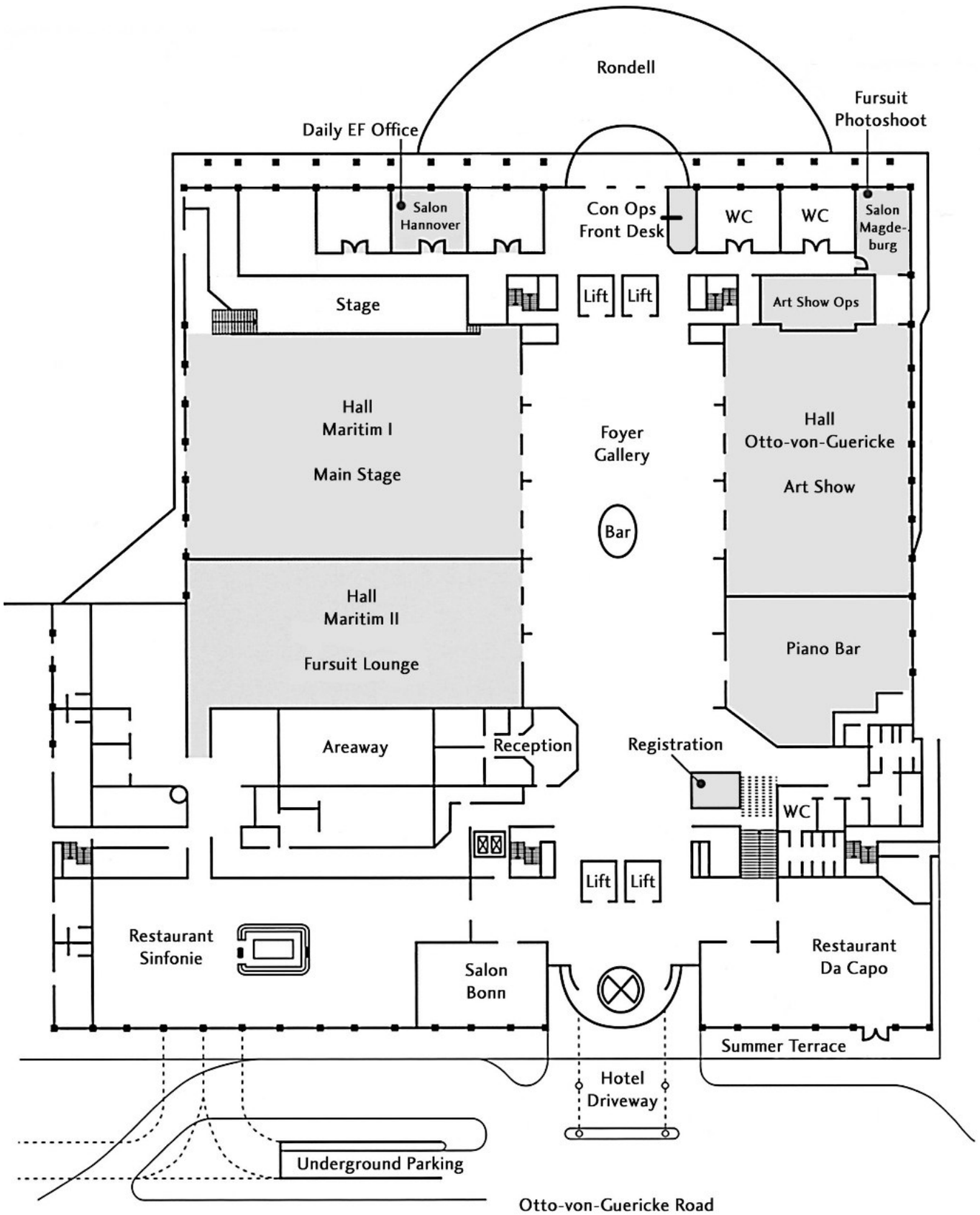
U R E N C E

FurFright
FurFright™
The World's Largest Halloween-themed Furry Convention in Connecticut!
October 29 - 31, 2010
Crowne Plaza in Cromwell, Connecticut
Guests of Honor:
RedCoatCat, Louvelex & Flare Starfire
Events and Attractions
Huge Dealers' Dungeon
Monster Masquerade
Fursuit-Friendly Dances
2 Fursuit Parades!
Draw or Die! Artist Challenge
Dead Fur Party
Fast 'n' Furious Fursuit Games
Game Room of Death
Torture Chamber Arcade
Charity Auction & Raffle
Furry Game Shows
Tons o' Panels and Classes
Attendee Registration:
Monsters: $30 until 9/20/10
$40 at the door
Sponsorship levels:
$55 / $90 / $200
WWW.FURFRIGHT.ORG
It's unsightly, but it's not illegal...


MIDFUR
"HEROES AND VILLAINS"
2ND-5TH DECEMBER
MELBOURNE, AUSTRALIA
RYDGES ON SWANSTON
WITH GUESTS OF HONOUR
STAN SAKAI
AND
BIG BLUE FOX
PRE-REGISTER @ THE WEBSITE TODAY:
HTTP://WWW.MIDFUR.COM.AU/
ARTWORK DRAWN BY ERIKA VASOS

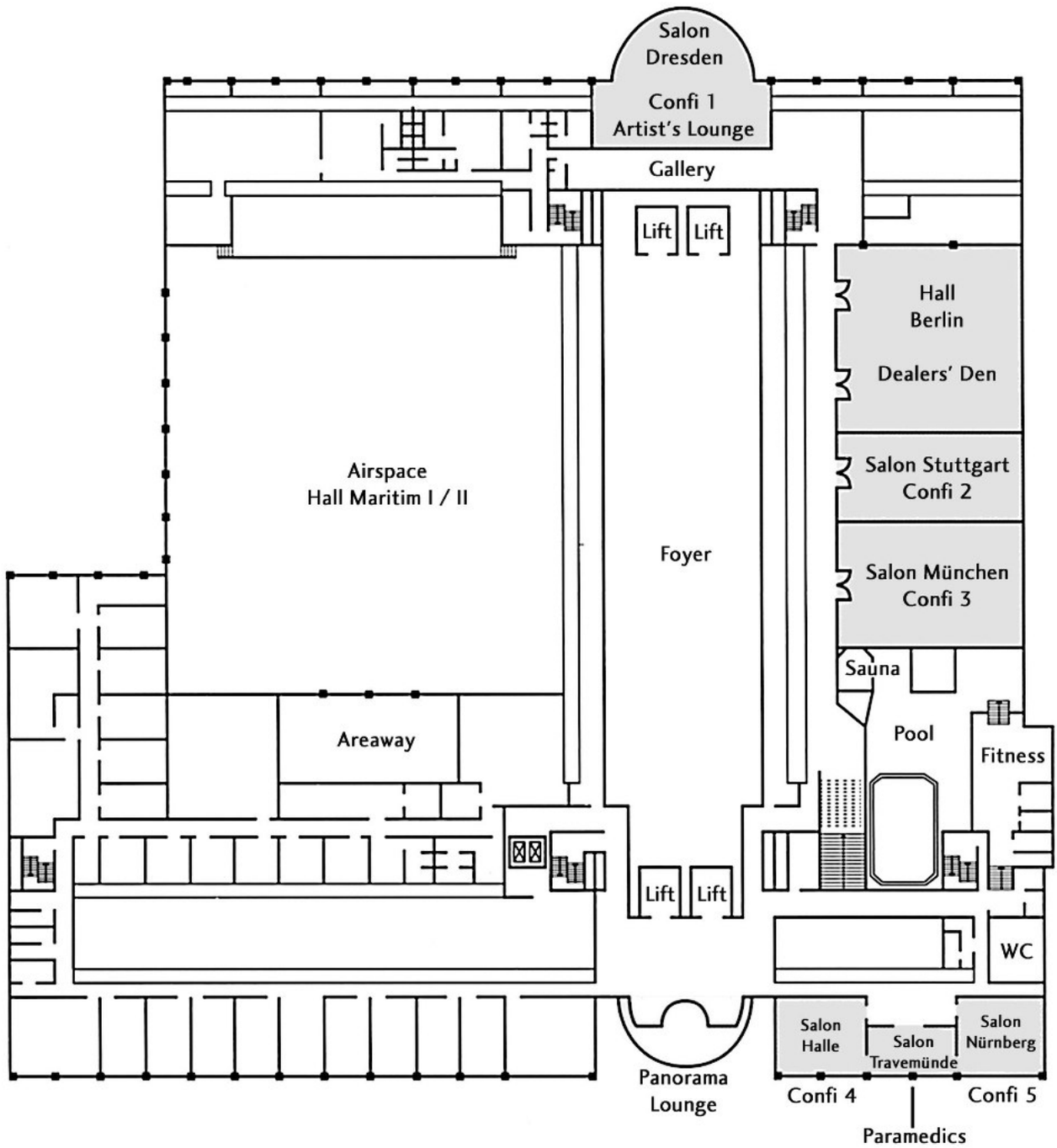
EVENT AREA MAP

1ST FLOOR ✡ FOYER LEVEL

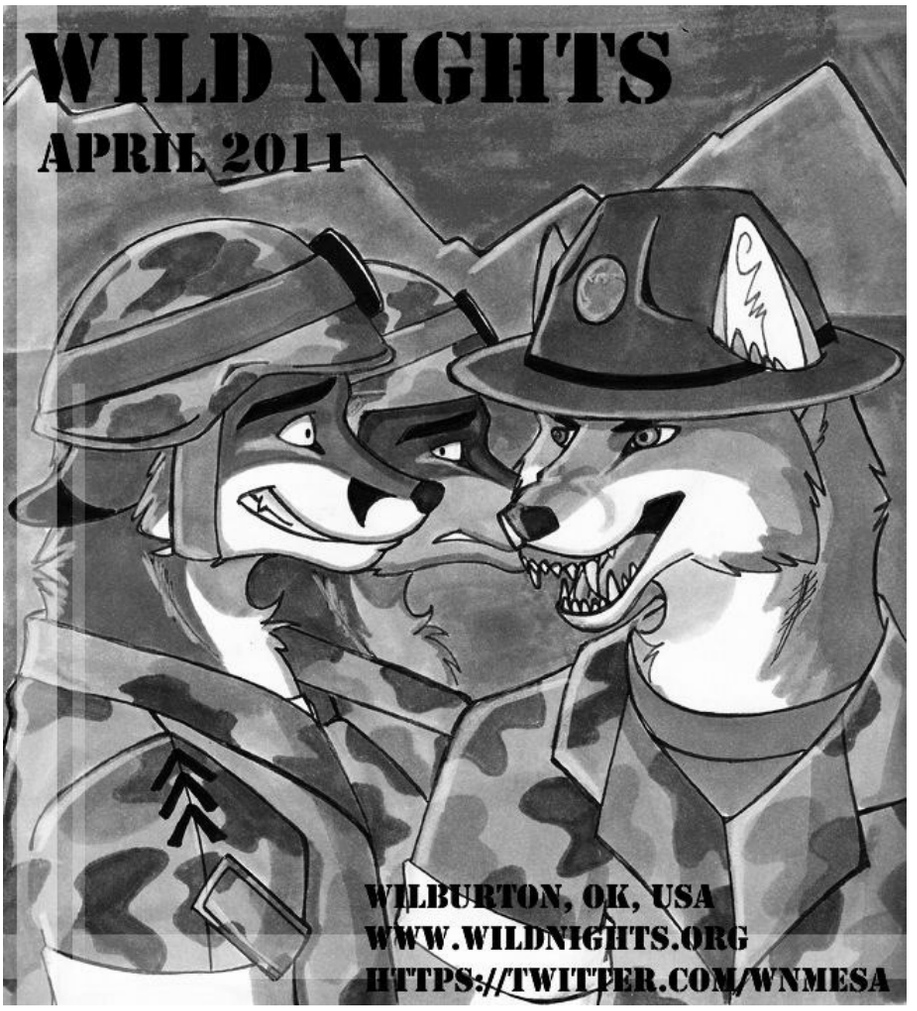


EVENT AREA MAP

2ND FLOOR ✯ EVENT LEVEL



Areas shown in gray are convention event areas or points of interest.



CONFUZZLED 2011

THE ROARING TWENTIES

6-9 MAY 2011

BRITANNIA COUNTRY HOUSE HOTEL
MANCHESTER, ENGLAND

£65	£185	£235
ATTENDING	**RESIDENTIAL**	**SPONSOR**
ATTENDANCE CONBADGE CONBOOK	(ATTENDING +) 3 NIGHTS BREAKFAST GYM/POOL WINDOW STICKER DONATE AN EXTRA £15 DURING REG TO GET A T-SHIRT & THE COMIC	(RESIDENTIAL +) T-SHIRT COMIC SWEETS DRINKING VESSEL EARLY DEN ENTRY SPONSOR EVENT CONBOOK MENTION

ALL PRICES SHOWN ABOVE ARE PER PERSON BASED ON TWO PEOPLE SHARING A DOUBLE OR TWIN ROOM AND INCLUDE AN EARLY REGISTRATION DISCOUNT OF £10 IF YOUR PLACE IS BOOKED AND PAID FOR BEFORE 8TH JANUARY 2011

COME VISIT THE SPEAKEASY:

WWW.CONFUZZLED.ORG.UK

RECURRING EVENTS

Dance Dance Revolution *Saber*

Dance Dance Revolution (known as DDR) is a popular rhythm game that makes you dance and jump to all kinds of music: Dance, Trance, Techno, J-Pop, Rock and more! You can try the game, play with your friends, or learn new techniques from expert players. Beginners and fursuiters are welcome.

Dance Dance Revolution times:

Thursday	20:00 open end, Stuttgart
Friday	20:00 open end, Stuttgart
Saturday	22:30 open end, Stuttgart

Game Corner *Xaneorath*

Welcome to the Game Corner! Like last year, we're hosting the Game Corner again this year. You are invited to come around and play some board or card games with other furs. Whether you're looking for a fast-paced game to take a short break or if you're planning to spend an evening with a complex strategy game: You've found the right place. We offer a great variety of games for you to choose from, and of course you can bring in your own if you like.

Game Corner times:

Thursday	20:00 open end, Halle
Friday	20:00 open end, Halle
Saturday	22:30 open end, Halle

Video Game Corner *Keidran*

Welcome to "The Gaming Night". Every day, we hold a different tournament, from Smash Bros. to Guitar Hero. While there are no prices to win other than fame and glory, we are certain that you will have a lot of fun. Please stop by if you would like to join the competition or just watch the contestants battle each other. After the tournaments there'll be open free for all gaming. Please note that the number of possible contestants for a given tournament might be limited.

Video Game Corner times:

Wednesday	20:00 open end, Stuttgart
Thursday	20:00 open end, München
Friday	20:00 open end, München
Saturday	22:30 open end, München

LOUNGES

Artists' Lounge *ConOps*

If you're drawing and like spending your evening around other artists while drawing and exchanging techniques, then this panel, taking place every evening, will be the right spot for you being all creative!

Artists' Lounge opening times:

Wednesday	20:00 open end, Stuttgart
Thursday	20:00 open end, München
Friday	20:00 open end, München
Saturday	22:30 open end, München

Fursuit Lounge *ConOps*

Eurofurence welcomes all active fursuiters to our Serengeti watering hole. To make your fursuiting experience as convenient and comfortable as possible, we are happy to provide to you our enhanced Fursuit Lounge Area, the exclusive fursuiters-only lounge on the lobby level. You will find refreshing blowers, water dispensers and a few treats, as well as lots of space to change there, with fursuit-drying-racks, head- and paw-dryers. A small repair workshop will be set up there for you as well.

Fursuit Lounge opening times:

Wednesday	afternoon to midnight
Thursday	all day
Friday	all day
Saturday	all day
Sunday	to 09:00

The fursuit area doors are open from 10am until after the last event of the day. If you need access to the lounge during the night, our security and con-ops staff will happily open the door for you.

ART SHOW

All Art Show Events *Cairyn & Blue_Panther*

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet! You will get the necessary stickers when you register at the Art Show door, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

Eight bids fill the bid sheet and send the piece to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. **Cash only, please** – no plastic. We need to pay the artists! Accepted currency is Euro; we can't change dollars or pounds.

Look out for more information at the Art Show and read the bulletin boards for last-minute details!

Art Show setup times:

Wednesday	*to be determined – inquire at show room*
Thursday	09:00 – 12:00

Art Show opening times:

Thursday	12:00 – 18:00
Friday	12:00 – 18:00

Art Show closing:

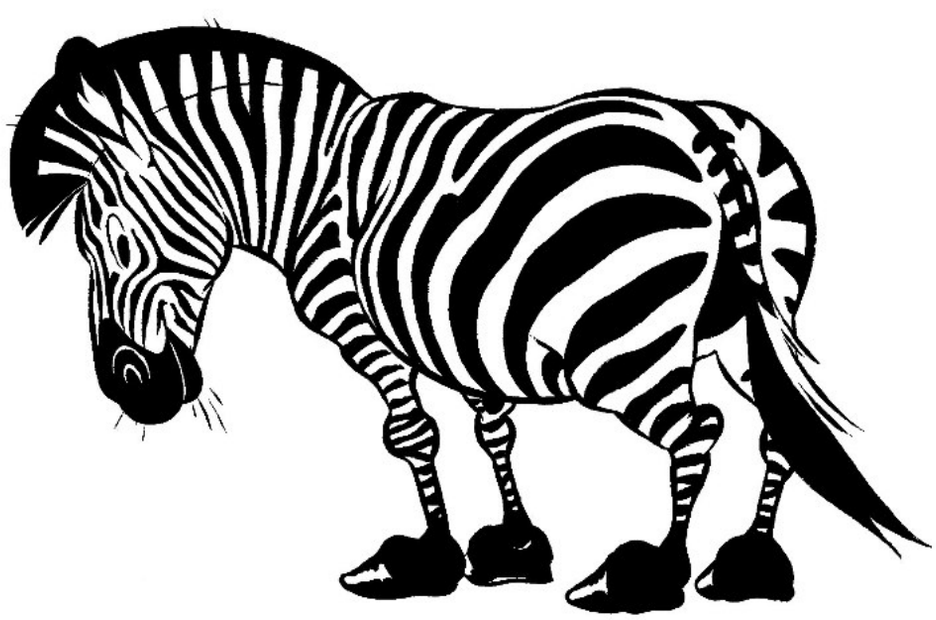
Friday	18:00 – 20:00

Art Auction:

Friday	20:00 – 21:30 – *ends as necessary*

Art Sales and Pickup:

Saturday	14:00 – 17:00 – *public art pickup*
Saturday	17:00 – 18:00 – *artists' payout*



DEALERS' DEN

Dealers' Den *Gyroplast & Alpha_Ki*

Waterskins, Bedouin tents, clay pots or camels – you most likely won't get these here. And even if you find a camel, it might disagree with being bought.

However, what you will certainly be able to purchase is a vast array of books, comics and novels our dealers brought just for you. All types of furry-related merchandise, liquors, apparel and everything else imaginable to satisfy your carnal desires is waiting for you!

Or maybe you are an art connoisseur? There will be quite an amount of artists selling their prints, sculptures and other merchandise. Get an original convention badge or a personal sketch for your sketchbook. Meet and greet face to face. And believe me, artists don't bite. Unless, maybe, you are asking for it.

Dealers' Den setup times:

Thursday	09:00 – 12:00 – *setup – dealers only!*
Sunday	09:00 – 12:00 – *clearing – dealers only!*

Dealers' Den opening times:

Thursday	12:00 – 13:00 – *supersponsors only!*
Thursday	13:00 – 18:00
Friday	12:00 – 18:00
Saturday	12:00 – 18:00

DEALERS´ DEN

PHOTOSHOOT

Fursuit Photoshoot *Thalian*

Finally, you made your old dream come true: You have arrived in Africa, to take a journey into the serengeti, to see, feel and live in the pristine wilderness that still shows the world as it once was. For a while, you want to live like the old ones lived, you will be a part of nature and finally feel your bond with the earth and creation itself… But before you leave, here's your last chance to enjoy a little bit of modern life before you head out into the wild:

Join us in the Safari Lounge, with drinks and snacks, and enjoy with us the unbelievable view into the open wilderness of the serengeti! Here you can already feel the connection to the wild land, but you can still enjoy some of the advantages of the civilization. And if you finally decide NOT to head out into the wild, you will still have your photos, showing you in front of the amazing view that the serengeti has to offer!

Just like last year, the studio will be open on three days, with the exact times announced in the official timetable. The registration for the photo shoot will open one hour before the actual shooting on each day. Just enroll in the list and get your estimated timeslot. Then you can suit up and come back about 10 minutes before your timeslot starts, which will minimize waiting times. If you have any questions, just ask the queue managers, which will be available at the entrance of the studio throughout the shooting.

If you have any special wishes, or anything we should know about (like very sensitive parts of your suit, unusual small field of view, etc,) just tell the queue manager so we can arrange everything in time.

Right after the convention, all photos will be processed to ensure the best possible quality. After a short time (about 2–3 weeks) the photos will be presented on:

http://ef.bigbluefox-media.com/

The fursuit photoshooting will be done in the room "Salon Magdeburg".

Photoshoot opening times:

Thursday	12:00 – 13:00 (Reg), 13:00 – 17:00
Friday	12:00 – 13:00 (Reg), 13:00 – 17:00
Saturday	13:30 – 14:30 (Reg), 14:30 – 18:00

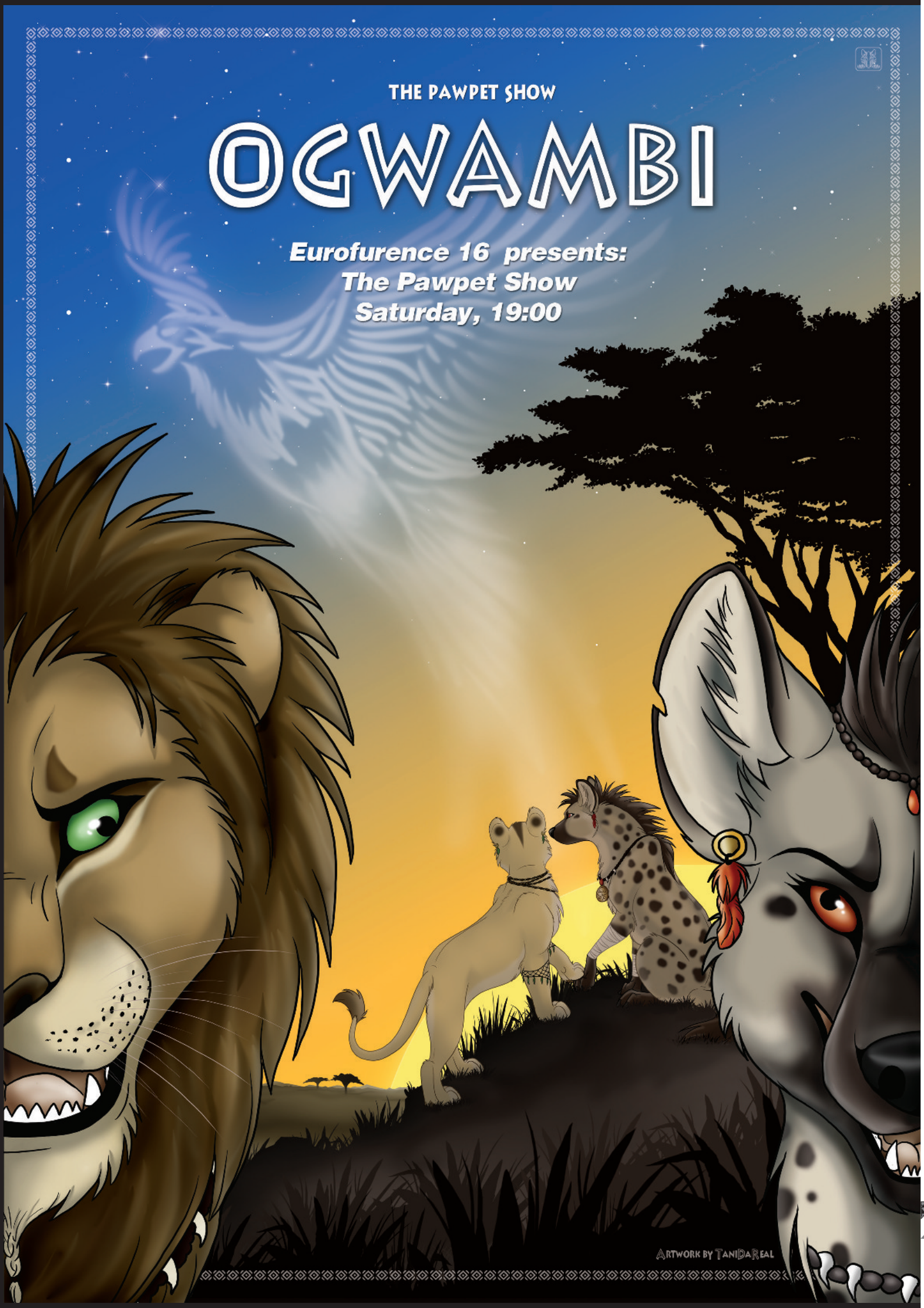
CON OPS FRONT DESK

Sometimes you're in need of information the hotel reception can't give you. Sometimes you may end up in the need for a printed character reference you forgot to take along. You may find an item that belongs to someone else or you maybe end up missing one of your own valuables. Or you may end up in a problem that you never thought of. In all those situations you can always head to the front desk and talk to the person in charge.

We're here to help you and make sure you're having a good time at Eurofurence but please make sure your service request is a reasonable one. For instance, we can't exchange money or keep your personal valuables in store. If you would like to make use of our print service please keep in mind that we will charge a small fee for huge amounts of prints or extremely large ones since color ink is expensive.

Services the ConOps Front Desk offers:

- Information
- Problem Solving
- Lost and Found
- Print Service


THE PAWPET SHOW
OGWAMBI
Eurofurence 16 presents:
The Pawpet Show
Saturday, 19:00
Artwork by TaniDaReal

EVENTS

WEDNESDAY - THURSDAY

WEDNESDAY

17:00–17:30
Lobby

Opening Ceremony — *Cheetah*
Join us for the official opening of the convention!

tbd
Art Show

Art Show Setup — *Cairyn & Blue_Panther*
Artists only! No public allowed.
Artists or agents can put up their artwork in the show room. Setup times for Wednesday are still to be determined, please ask the Art Show management on site. See page 46!

tbd
Fursuit Lounge

Fursuit Lounge — *ConOps*
Opens today in the afternoon. Please see page 45 for details!

20:00–op.end
Dresden

Artists' Lounge — *ConOps*
The place for the creative artist. Please see page 45 for details!

20:00–op.end
Stuttgart

Video Game Corner — *Keidran*
Recurring event – Please see page 45 for details! Today: Super Smash Bros. Brawl Tournament

THURSDAY

All Day
Fursuit Lounge

Fursuit Lounge — *ConOps*
Please see page 45 for details!

09:00–12:00.
Art Show

Art Show Setup — *Cairyn & Blue_Panther*
Artists only! No public allowed before 12:00.
Artists or agents can put up their artwork in the show room. See page 46!

09:00–12:00
Dealers' Den

Dealers' Den Setup — *Gyroplast & Alpha_Ki*
Dealers only! No public allowed before 12:00 / 13:00.
Dealers can bring their merchandise to the Dealers' Den. See page 47!

12:00–18:00
Art Show

Art Show — *Cairyn & Blue_Panther*
See page 46!

12:00–13:00
Dealers' Den

Dealers' Den – Supersponsor Exclusive Access — *Gyroplast & Alpha_Ki*
Special early opening for supersonsors. See page 47!

12:00–17:00
Magdeburg

Photoshoot — *Thalian*
Registration from 12:00 – 13:00, shooting from 13:00 – 17:00. See page 48!

12:00–13:30
Stuttgart

Welcome to Eurofurence — *Uncle Kage, 2 Gryphon & Stan Sakai*
Is this your first Eurofurence? If you do have some questions or are not quite sure how to respond and behave in some situations then this panel will help you relax and find some answers. You also will meet other first time guests and maybe find someone to talk to and explore Eurofurence together.

12:00–15:00
Lobby

Fursuit Gameshow Preliminaries (Qualification Round) — *Flutterby*
All suiters will get an equal chance to participate in the fursuit gameshow, thanks to our qualification event the day before the show. Stop by and watch the competitors trying their paws on a selection of games. Only the 8 best teams will qualify for the stage event.

EVENTS

THURSDAY

13:00–18:00
Dealers' Den

Dealers' Den *Gyroplast & Alpha_Ki*
See page 47!

13:30–15:00
Dresden

Why a Rabbit *Stan Sakai*
Stan Sakai explains the history of Usagi Yojimbo, and the world he has created, inspired by the history and culture of feudal Japan. He also demonstrates a step-by-step look at how he creates a comic book.

13:30–15:00
Stuttgart

First Time Fursuiting *Yagfox, Emejn, Rakhan, Lothrek & Yarwick*
So you've decided to take up sweating!
A panel for those of you who are fursuiting for the first time at Eurofurence this year. This will be an opportunity for an informal chat with the other first timers, where you can swap fun tales of damp underwear and the impending onset of heat exhaustion, as well as a few tips and hints on performance, survival and the management of sweat from some guys who've been doing this nonsense for far too long, and who now have permanent tunnel vision as well as a strange smell of socks about them 24/7.

13:30–15:00
München

Advanced Fursuit Building *Atalon*
If you would like to build your own fursuit, maybe even a four-legged one, this workshop will teach you a lot of tricks about sewing, modelling, the differences in quality and use between various materials and other advanced methods and concepts of fursuit creation.

13:30–15:00
Halle

Furries in the Press *o'wolf*
For several years the furry fandom has been seeing an increase of awareness from mainstream media. This lead to various reports of great variety on topics, objectives and quality. As the fandom is growing the frequency of media requests increases and we have to handle these in a competent way. This workshop will give an overview on recent fandom coverage, the requests Eurofurence has received within the last year, our reaction to them and a strategy to build up media relations which help us to maintain an excellent reputation among journalists as well as their audience.

13:30–15:00
Nürnberg

Beginning Puppetry *Vixie*
If you are new to puppetry, or just curious how things are done, this panel is for you. We will cover the basics of puppetry, from puppet posture to lip sync and focus. Bringing your own puppet is strongly encouraged, although not necessary. This panel will give you the basics needed to start performing puppets like a pro.

15:00–17:00
Piano Bar

Alexander James Adams Live *Alexander James Adams*
Alexander James Adams, who has taken on the formidable task to preserve and carry on Heather Alexander's legacy of Music and Magic, is an American singer, musician and songwriter in the Celtic and World music genres. He blends mythical, fantasy, and traditional themes in performances, switching between instrumental fiddle and songs accompanied by guitar, bodhrán, and fiddle playing. His spirit of inspiration and his story telling draw the audience into his fantastic world and let you believe in magick. Don't miss this magical event!

15:00–16:30
Main Stage

Banner Brawl *Twll & Fairlight*
Two teams of renowned, celebrated artists, one set of rather random words, two moderators who left their sanity back home in the UK and a total of 8 meters of canvas waiting to be drawn on. Oh, did we mention that we have a stopwatch?

15:00–16:30
Dresden

Sake Appreciation – Supersponsor Exclusive *Uncle Kage & Stan Sakai*
Uncle Kage teaches how to appreciate the subtle glory of Japanese rice wine, or "sake", and at the same time tricks Eurofurence into providing him a large quantity of his favorite drink.

THURSDAY

15:00–16:30
Dresden

Video Editing Round Table *Atkelar*

Do you own a digital camcorder? Do you like to use it on every occasion, even to the point of annoying friends or family? Or do you even have plans to create your own series of videos? Then join this panel!
We will discuss the process of creating videos from the ground up: technical must-knows as well as some do and do nots of the film and video field. The panel covers pre-production, production and post-production. The panel will be held using the tools of Adobe (primarily Premiere and AfterEffects) but you should be able to apply any gained knowledge to any video editing suite of your choice.
No equipment required for the panel, all you need to get going is your camcorder, an idea and lots of free time...

15:00–18:00
München

Advanced Fursuit Design *Lance Ikegawa*

From drawing to costume: How to transform your designs into a finished costume, including tips and tricks for making heads and complex bodies. I will cover heads, shell-based costumes, digitigrade bodies and muscle-suits. This panel will also cover exotic materials: what they are, where to get them and how to use them safely. If you want to take your costuming to the next level, come here to learn about and handle such materials as NFT's "stretch fur", different kinds of foam and other strange things. I will auction much of this material at the end of the panel for the convention charity. This is your chance to get taxidermy eyes, NFT fur and Endbac II cheap!

15:00–18:00
Halle

Game Developers Round Table *VirtualFox*

Your friendly host VirtualFox invites you once more to a merry gathering of furries in game development. Coders, artists, marketers, designers, and especially hobbyists – anyone with interest in the creation of video games is welcome to sit down with us and chat. Learn to know a couple of new faces whilst sharing stories and wisdom, exchange contact information, or just gather some plain old info about careers in the video game industry. If you wish, you can even show off some of your work!

THURSDAY

15:00–18:00
Nürnberg

Author Reading Round Table *Lupestripe*

The room fell silent, pregnant with anticipation, as the first furry prepared himself to speak. Nervously, he looked at the crowd but their accommodating eyes gave him a sense of reassurance. He had been working on his story for weeks and was desperate to tell his tale. The other furs were desperate to hear it and sat around expectantly, waiting to be immersed in a world of his creation. And as the fur started to talk, he knew he had found the audience he had yearned for and that by the end of the session, he would have the feedback he desired. He also knew that he would pick up some useful writing tips and have a lot of fun too.

16:30–18:00
Dresden

Avian Characters *Uncle Kage*

A discussion that is for the birds. The challenges associated with avian characters, from the anatomy of wings to the physics of flight to their unique personalities.

16:30–18:00
Stuttgart

Heathen City Backstage: Commentary and Q&A *Alex F. Vance*

Alex Vance, the writer of Heathen City, discusses its origins, the challenges of a production involving a rotating and international team of artists, and touches on significant topics in the story's universe and continuity ranging from the evolution and reproduction of anthropoid polyspecies to the philosophy of non-linear causality and the two-way relationship between perception and reality. Artists who contributed to the third book, enjoying its debut at this con, may drop in as special guests.

16:30–19:30
Main Stage

Stage Fever Rehearsal *Mystifur*

Not a public event – participants only!

19:30–21:00
Main Stage

Stage Fever 4: Live from the Wild! – The Eurofurence Fursuit Show *Mystifur*

Again, we the critters of the Serengeti and from all over the planet would like to welcome you to our show. Come and see us party, learn about our lives and habits, watch us play and laugh with us. Don't miss out and catch some Stage Fever yourself!

20:00–op.end
Dresden

Artists' Lounge *ConOps*

The place for the creative artist. Please see page 45 for details!

20:00–op.end
Stuttgart

Dance Dance Revolution *Saber*

Recurring event – Please see page 45 for details!

THURSDAY - FRIDAY

20:00–op.end
München

Video Game Corner *Keidran*
Recurring event – Please see page 45 for details! Today: Rhythm Game Challenge (Pop'n Music, DDR, Guitar Hero)

20:00–op.end
Halle

Game Corner *Xaneorath*
Recurring event – Please see page 45 for details!

21:30–op.end
Main Stage

Fursuit Dance *DJ Kenai*
If you like to take your costume to the dance, this is the event for you. We'll have more ambient light, less fog, and less strobe light. Our DJs are well prepared to get the party starting.

FRIDAY

All Day
Fursuit Lounge

Fursuit Lounge *ConOps*
Please see page 45 for details!

11:30–12:00
Lobby

Group Photo *Thalian*
Because of the lack of suitable outdoor areas, the group photo will be shot in the hotel lobby.
Everyone is invited to gather on the balconies, and the group photo will show all the balconies occupied by the attendees of Eurofurence. Now *that's* what I call a big convention :-) Just like last year, to make sure that everyone can attend, we will do this on Friday morning!
Everyone should gather on the balconies to be in the picture!

12:00–18:00
Art Show

Art Show *Cairyn & Blue_Panther*
See page 46!

12:00–18:00
Dealers' Den

Dealers' Den *Gyroplast & Alpha_Ki*
See page 47!

12:00–17:00
Magdeburg

Photoshoot *Thalian*
Registration from 12:00 – 13:00, shooting from 13:00 – 17:00. See page 48!

13:30–15:00
Main Stage

Fursuit Gameshow *Flutterby*
This year's fursuit gameshow actually is a two-day event. The show itself remains a single elimination tournament for eight teams of two suiters each, once again with fun and inventive games for lots of action on stage and with the audience. The new part is a separate qualification round.

13:30–15:00
Dresden

Truth and Rumors about Obama *2 Gryphon*
Come and hear about some of the rumors that have passed through the American media regarding President Obama, The White House and the U.S. Government. Which are true and which are just silly? Discussion and questions are encouraged.

13:30–15:00
Stuttgart

Planning Pictures, Creating Concepts *Blue_Panther*
Ever thought that a background, added later in the process of your time consuming masterpiece just doesn't quite fit the rest of the picture? Ever started to draw an elaborate ensemble of various figures, just to note the edge of the paper will cut off their feet once you get round to draw them? We all know what we could do to prevent such mishaps: Plan our pictures, study our settings and construct our characters. Blue_Panther is here to show how this tedious planning before the actual sketch or drawing can be indeed just as fun as the actual piece. This lecture should help to show how patience, observation, rough sketching and the bit of the odd knowledge of composition can improve your work and greatly aid with the creation of yet another masterpiece.

FRIDAY

13:30–15:00
München

Advanced Second Life *VirtualFox*

Panel on advanced features and content creation in Second Life, covering areas such as avatar design, sculpted prims and animations using free tools available online (Blender, QAvimator). This is an interactive panel, and focus will be given on topics that the audience expresses interest in.

13:30–15:00
Halle

The Yokai and Other Creatures of the Japanese Imagination *Stan Sakai*

Japan has one of the world's richest tradition of ghosts, goblins and monsters. Stan Sakai discusses these creatures from Japanese folklore, from the horrible Snake Woman to the goofy walking umbrella.

13:30–15:00
Nürnberg

The Cheetah Conservation Fund Namibia – Striving to Save the World's Fastest Cat *garra*

This short lecture will introduce you to the work of the Cheetah Conservation Fund. This Namibian-based non-profit organisation has been spearheading efforts to save and restore biodiversity in the fragile African eco-system over the last 20 years, and found many different solutions to do so. You will get the chance to talk to a former intern, ask questions and get first-hand information about working with feral cheetahs in their natural habitat.

15:00–16:30
Dresden

Open the Microphone *Uncle Kage & 2 Gryphon*

Have you ever wondered if you have what it takes to entertain an audience? This is your chance to stand up and find out. Test your performance skills in front of a friendly and supportive audience. You will only have a few short minutes at the microphone so bring your best material. Think of it as "Eurofurence Has Got Talent" without the mean judges.

15:00–16:30
Stuttgart

Advanced Puppetry *Vixie*

Building on the basics, we will get more into advanced lip sync, and concentrate more on acting techniques to really bring your puppets to life. It is suggested you bring a puppet to this one, although not required. Come learn some tips from someone who has been puppeteering for 18 years, and see just how much fun puppets can be!

15:00–16:40
München

Premiere "Streifen" *kyo*

"Streifen" is the fairy tale of the heartless boy-god Imorgon who has nothing to fear but his own destructive nature. It plays in a merciless universe full of strange creatures and other animal-gods. A place where all ambitions turn into crusades. And Imorgons crusade is for power... and love.
Introduced in 2004, "Streifen – A Galaxy of Bliss" has been finally finished. It's my first ever motion picture and, oh boy, I am very proud to invite all of you to this first public screening!
This movie is literally the work of a single person, so just don't miss it!

15:00–18:00
Halle

Can You Feel the Beat Tonight *Allen Johnson*

Would you like to understand music in a much more simple way, compared to the traditional way of reading or memorizing notes and chords? Would you like to be able to play and learn any song?
Allen Johnson will lead this panel with hands on techniques demonstrating with guitar and piano. Audience participation is encouraged and bringing your particular instrument is highly recommended. This is going to be informal and very fun centering around plenty of hands on playing.

15:00–16:30
Nürnberg

A Thousand Words: What Writers can Learn from Artists *Alex F. Vance*

As writers, we use words to describe the images we see in our mind's eye. In good art, a great deal of information and emotion can be encoded in visual characteristics. These tricks and techniques represent valuable tools for writers as well; without describing anything explicitly, we can still layer a wealth of information into a scene for the reader to examine, explore and imagine.

16:30–18:00
Main Stage

Fursuit Theater: Jordan Blake and the Temple of the Four Winds *Shay*

After four years of exploring the vast desert sands of the Sahara, Jordan Blake and his companion, Alex Dyson, are on the verge of making the discovery of a lifetime! Little do they know that the ancient artifact they are seeking is guarded by a force so wicked and vile that this adventure could very well… be their last!

EVENTS

FRIDAY

16:30–18:00
Dresden

Learning to Fly — *2 Gryphon*

For those who long to fly, learning to hang glide can be an exciting way to soar with the birds. Come and learn some of the basics, common misconceptions, and hear a few stories from an experienced hang gliding pilot, 2 Gryphon.

16:30–18:00
Stuttgart

Effective Writing — *Uncle Kage*

A writer is an artist who paints with words, and the English language provides some of the worst quality of paint in the universe. Regardless, Uncle Kage will share some hints for making a story come alive in the mind of the reader. Part of this talk is directed toward writers who create their stories in English, but there will be some points that are universal.

16:30–18:00
Nürnberg

A Thousand Ships: What Artists can Learn from Writers — *Alex F. Vance*

Good writers wield powerful, sophisticated tools such as surprise, suspense, revelation and misdirection to great effect. They engage a reader's attention by crafting rich worlds and characters, and engaging, compelling scenes. In art, whether singular or sequential, there is enormous potential to enrich an image and give it dramatic weight and narrative depth, simply by thinking through the scene with the mind of a writer.

16:40–18:00
München

Streifen and Beyond — *kyo*

Kyo, the maker of "Streifen – A Galaxy of Bliss", hosts a Q&A roundtable for everyone who is interested in homebrew filmmaking or animation movies in general. This won't be any kind of lecture but a place to share experiences ideas. It also might be the place of choice to be recruited for the upcoming "Panzer o1" movie project. Everyone is welcome!

18:00–20:00
Art Show

Art Show Closing — *Cairyn & Blue_Panther*

Your last opportunity to raise the bids! During closing, the Art Show panels will be marked as closed one by one, determining which pieces will go to auction, and which are won on the spot.

20:00–21:30
Main Stage

Art Auction — *Uncle Kage & Fjordwolf*

Art exhibits that got eight bids are auctioned off in this voice auction. Be sure to be there to win your coveted treasure. And if you didn't bid... come by anyway, because this is not just any auction, it's an event!

20:00–op.end
Dresden

Artists' Lounge — *ConOps*

The place for the creative artist. Please see page 45 for details!

20:00–op.end
Stuttgart

Dance Dance Revolution — *Saber*

Recurring event – Please see page 45 for details!

20:00–op.end
München

Video Game Corner — *Keidran*

Recurring event – Please see page 45 for details! Today: Super Street Fighter IV Tournament.

20:00–op.end
Halle

Game Corner — *Xaneorath*

Recurring event – Please see page 45 for details!

22:00–01:00
Main Stage

Uncle Kage vs. 2 — *Uncle Kage & 2 Gryphon*

The event that needs no announcement. It's standup comedy of the finest kind. The furry battle of stories & rants that everybody has been waiting for. Well, everybody except some grumpy naysayers, but they are invited too. There you are.

SATURDAY

All Day
Fursuit Lounge

Fursuit Lounge — *ConOps*
Please see page 45 for details!

12:00–18:00
Dealers' Den

Dealers' Den — *Gyroplast & Alpha_Ki*
Spend the money you have left over after the Art Auction! See page 47!

12:00–13:00
Fursuit Lounge

Fursuit Parade — *Mystifur*
The traditional Fursuit Parade – an inherent part of each major furry convention. All fursuiters join up for the parade and fursuit group photo. This year the parade will consist of two parts. Starting at the Fursuit Lounge, we will pass through the lobby and dealers den, ending in the lobby for the official fursuit group photo. Then, if the weather permits, the parade will take a small trip to the 'Hunderwasser Haus'. It is a five minutes walk to this very unique building, that is giving us a very nice picture setting. A couple of snapshots later, we will be returning to the hotel.

13:30–18:00
Magdeburg

Photoshoot — *Thalian*
Registration from 13:30 – 14:30, shooting from 14:30 – 18:00. See page 48!

13:30–15:00
Parking (see map)

Motofurs Meeting — *Nightfox & Jasperfoxx*
Are you a cat who loves carburetors? A vulpine with a taste for a V8? A wolf who loves a finely-tuned Wankel? If so, then this is the event for you! It will be held (weather and attending numbers dependant) on the car park area next to the hotel (see map on page 59). If you want to bring your car along to show it off to others, talk all things automotive with others who share your interests, then come on down! Even if you don't bring a car, you're more than welcome to come along for a look and a chat.
Due to the nature of the event, EF management and the event co-ordinator ask that you respect both the safety and property of those attending, and also that of the hotel and other guests. To this end there are a few safety rules:

- No dangerous stunts – Anyone deemed to be driving dangerously will be asked to remove themselves and their vehicle from the event area.
- No burnouts – Once again, offenders will be asked to leave.
- No damage to other cars/hotel ground/attendees – Please take care when parking and maneuvering, and also be mindful of paintwork when looking through open windows.
- No wheel/tyre markings to be left on the road surface.
- No unnecessary noise – i.e. keep stereo equipment to tolerable levels, and no extended revving of engines.

If you wish to look closer inside someone's vehicle, ask the owner. Do not just open the door and get in.
Stay safe, and enjoy the event!

13:30–15:30
Main Stage

Gameshow Dr. Furringstone — *Akeela & Draugvorn*
"Dr. Furringstone, I presume?"
The famous and renowned researcher Dr. Furringstone needs a new assistant! Are you up to the task to help the good doctor in scrutinizing Africa's abundance of wildlife, both plant and animal? Come and watch as new applicants for the job are tested by Dr. Furringstone and his current assistant Stanley with an amusing pictorial quiz about the Dark Continent's flora and fauna.
As always, this game show is brought to you by Akeela and Draugvorn, and as every year, you might find prominent personalities among the candidates. Be there for an entertaining and interesting show!

13:30–15:00
Dresden

Science, Pseudoscience and Outright Crap — *Uncle Kage*
These days the line between good science and junk science has become so blurred that many people no longer know what to believe. Let an actual scientist explain some of the more common instances of pseudoscience – and outright crap – that many folks in our community seem to like to believe in.

EVENTS

SATURDAY

13:30–15:00
Stuttgart

Improve your Acting Skills — *Lupestripe*

Do you see furs on stage and wish you could do that too? Have you ever desired having the confidence it takes to perform in public? Would you like to improve your acting and improvisation skills in a fun and friendly environment? If so, then come to our workshop where we will play our very own version of 'Whose Line Is It Anyway?' with games and laughs galore!

13:30–15:00
München

Creating Comics — *Stan Sakai*

After more than 25 years and 5,000 pages of Usagi Yojimbo stories, Stan Sakai knows a little about how to create a comic book story. Join him as he demonstrates how it is done.

13:30–15:00
Halle

Introduction to 3D Using Blender — *VirtualFox*

Crash course into designing in 3D which will cover the basics: Polygons, UV Mapping, Textures, Materials, Rigging and Animation. Blender controls will be covered in more detail to allow those with more experience on 3D design to get used to Blender. Will show a summarized work flow what steps are necessary to create a rigged anthropomorphic model.

13:30–16:30
Nürnberg

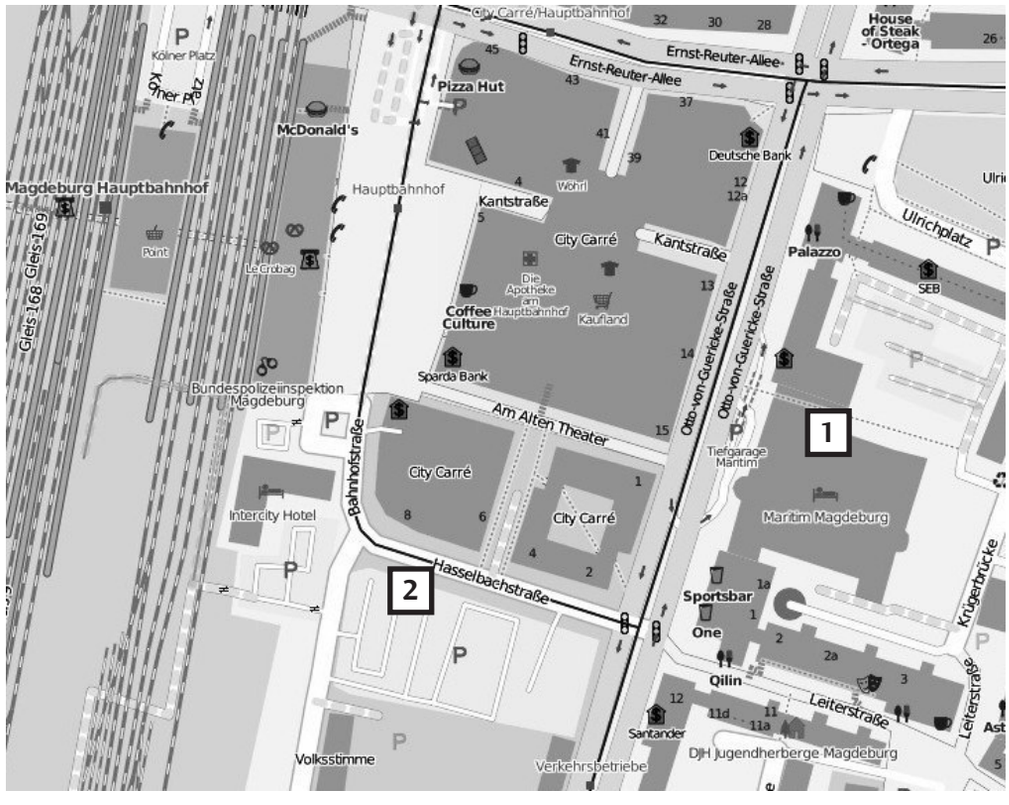
Professional Storytelling in a Nutshell — *kodayu*

A crash course for writers, readers and everybody who just wants to get a knack of it. While booming spaceships meet overhead and relentless warriors clash with never ceasing ferocity, a vigilant group of furries gathers around a table to unveil the secrets of the ancient art of story-telling. Gazing into the crystal balls of the entertainment industry, studying the mysteries of screenwriting, they will venture into the unknown territories of dramatic knowledge, armed with nothing but pencil and paper (laptops optional). They will marvel over the master craftmanship of fan-favorites and ponder arcane obscurities, guided by a crazy rodent who works as a screenwriter for web series and games.

14:00–18:00
Art Show

Art Sales and Pickup — *Cairyn & Blue_Panther*

At the Art Show Pickup you can finally purchase and receive the pieces you were bidding for in the Show and Auction. Unsold or not for sale pieces may be picked up by the artists. See page 46!



Motofurs Meeting Map
© OpenStreetMap contributors, CC-BY-SA

1 Hotel
2 Motofurs Meeting parking lot

EVENTS

SATURDAY

15:00–17:00
Piano Bar

Furry Music Café *Chama*

Tired and thirsty after a long day on the dry savannah? Ears up! Exciting music and the lovely scent of refreshing drinks and something sweet to sink your fangs into, seem to be coming from a nearby watering hole. It is where the Furry Music Café has set up camp.
So come, slake your thirst, grab a bite to eat and feast on the music! If you have a favourite you'd like to hear played, write to us in advance so we have time to find people who can play it and make sure they know it.

15:00–16:30
Dresden

The Ugly American – Supersponsor Exclusive *Uncle Kage*

Americans try hard to make a good impression on people but we usually fail. Come and tell us what we are doing wrong.

15:00–16:30
Stuttgart

Pawpet Round Table *Atkelar*

The pawpet round-table is a discussion and idea sharing event for everybody interested in pawpet performance. Atkelar has created several pawpet videos (shown on the Funday Pawpet Show) and available on YouTube. Discussion topics might include prop use, stage setup, voice acting and of course pawpet performance. Honk... no... Join in if you like pawpets but be warned: magic will be ruined if you are not a performer!

15:00–16:30
München

Small Press Publishing Round Table *Alex F. Vance*

Alex Vance of Bad Dog Books discusses the ins and outs of furry publishing, the opportunities and challenges for writers, artists and publishers, and the history and current state of the market for comics, books and e-publications.

15:00–16:30
Halle

Fiberglass Heads *Kitt Foxx, Furvan & Tioh*

Fiberglass heads offer the wearer several advantages: they are easy to care for, strong, and once you have the mold, easily duplicated. It is essential for creating a strong base for attaching servos if you decide to add electronics later on. Find out how to create your very own fiberglass head in this step-by-step panel hosted by Kitt Foxx. Details such as design, mold making and fiberglass lay-up will be discussed. Presented with hands-on examples and slide presentation.

16:30–18:00
Pool

Divers Meeting *Skunki*

Do you wonder what is behind the horizon? Or maybe just under the surface of a lake or the sea? I'll show you how breathing underwater feels like. I'll have a scuba tank and a diving mask at the pool for you to try. This event is especially for those who have never tried before. Open end or as long as air supply lasts.

16:30–18:00
Dresden

Anthropomorphic Anatomy *Uncle Kage*

A presentation of the ways that human and animal anatomies can be combined to create a believable hybrid: what works, and what does not work.

16:30–18:00
Stuttgart

DJing Round Table *nifelan*

A place for everyone that is interested in the fine art of DJing is provided by this years DJ round table. Come together, share ideas, thoughts, techniques and get some hands on experience. What's the difference between vinyl, CD and digital/PC, how do you mix tracks and what are your favourite music styles? Today, we're all DJs, regardless of skill and preferences. Brought together by the love for music and the joy of seeing the crowd go wild. You're welcome to bring and show your own gear and styles.

16:30–18:00
München

Furries in History *2 Gryphon*

Come and join in a round table discussion of where anthropomorphics got its start, where it has been and where it may be going.

EVENTS

SATURDAY - SUNDAY

16:30–18:00
Halle

Electronics for Fursuiters *Kitt Foxx, Furvan & Tioh*

Have you ever wanted to know how to make your ears wiggle or tail wag? Maybe you want to simply add fans for cooling or blinking lights for a special effect. Jump on the technology bandwagon with Furvan, Kitt Foxx and Tioh as they explore the latest high tech gadgets available to fursuiters. Add a little something extra to your next project, or modify the one you already have! Presented with hands-on examples and slide presentation, this will be a novice level panel.

16:30–18:00
Nürnberg

Getting Published: How to Polish, Proof and Prepare for Publication *Alex F. Vance*

Alex Vance, editor-in-chief of Bad Dog Books explains the submission process from a publisher's point of view and provides helpful tips on how to impress (or horrify) an editor with your submission. What should your cover letter look like? What do you need to check before you submit your manuscript? How long should you expect to wait for a response, and what can you do if your story is rejected? The floor is open to all questions.

19:00–22:00
Main Stage

Ogwambi! – The Eurofurence Pawpet Show *The EF Pawpet Show Team*

During her final year project on the tribes of the Ogwambi plain, Lori finds the history chronicles missing large bits and pieces. A lot of the old stories were either lost or incomplete. Way back in the past, the indigenous tribes of the different races had to form a very peculiar alliance to survive. But a lot of the old knowledge already sank into oblivion, so Lori and her friends travel overseas to find out what the history books could not tell her. If only she had known that the bond between the tribes was already broken... and that life in the savannah was much tougher than she thought.

22:30–op.end
Main Stage

Big Blue Dance *BigBlueFox*

Once again "The Fox Is Back!" He's the blue legendary institution of the Eurofurence Dance. Our resident DJ BigBlueFox will take you through a long party night, turning the hotel into an exclusive nightclub until far after sunrise. The only question still unanswered: Who lasts longer? You or him?!

22:30–op.end
Dresden

Artists' Lounge *ConOps*

The place for the creative artist. Please see page 45 for details!

22:30–op.end
Stuttgart

Dance Dance Revolution *Saber*

Recurring event – Please see page 45 for details!

22:30–op.end
München

Video Game Corner *Keidran*

Recurring event – Please see page 45 for details! Today no tournament, but gaming.

22:30–op.end
Halle

Game Corner *Xaneorath*

Recurring event – Please see page 45 for details!

SUNDAY

until 09:00
Fursuit Lounge

Fursuit Lounge *ConOps*

Closes at 09.00. Please see page 45 for details!

13:00–14:30
München

Feedback Session *EF Staff*

Voice your opinion on this convention – EF is listening!

20:00–02:00
Piano Bar

Dead Dog Party *EF Staff*

Eurofurence is over. Almost. But not quite. Let's enjoy the last day at the hotel and celebrate the last in a set of days full of fun and action. It's another full year until the next Eurofurence, so let us shorten the time a bit – dont' even think about missing this last party!

TIMETABLE - WEDNESDAY

	Confi 1 (Dresden)	Confi 2 (Stuttgart)	Other Locations
10:00-10:30			
10:30-11:00			
11:00-11:30			
11:30-12:00			
12:00-12:30			
12:30-13:00			
13:00-13:30			
13:30-14:00			
14:00-14:30			
14:30-15:00			
15:00-15:30			
15:30-16:00			
16:00-16:30			
16:30-17:00			
17:00-17:30			Opening Ceremony *(Lobby)*
17:30-18:00			BBQ *(Terrace)*
18:00-18:30			
18:30-19:00			
19:00-19:30			
19:30-20:00			
20:00-20:30	Artists' Lounge	Video Game Corner *Super Smash Bros. Brawl Tournament*	
20:30-21:00			
21:00-21:30			
21:30-22:00			
22:00-22:30			
22:30-23:00			
23:00-23:30			
23:30-00:00			
00:00-00:30			
00:30-01:00			
01:00-01:30			
01:30-02:00			

Meal Times: 06:30 – 10:30 Breakfast
11:00 – 00:00 Snack Points

11:30 – 22:00 Restaurant Da Capo
15:00 – open end Piano Bar
17:30 – 19:00 BBQ (Terrace)

TIMETABLE - THURSDAY

Day Events			Main Stage (Maritim I)	Confi 1 (Dresden)	Confi 2 (Stuttgart)	Confi 3 (München)	Confi 4 (Halle)	Confi 5 (Nürnberg)	Other Locations	
										10:00-10:30
										10:30-11:00
										11:00-11:30
										11:30-12:00
Art Show	*(excl.)*	Reg			Welcome to Eurofurence				Fursuit Gameshow Preliminaries *(Lobby)*	12:00-12:30
										12:30-13:00
	Dealers' Den *(public)*	Photoshoot								13:00-13:30
				Why a Rabbit?	First Time Fursuiting	Advanced Fursuit Building	Furries in the Press	Beginning Puppetry		13:30-14:00
										14:00-14:30
										14:30-15:00
			Banner Brawl	Sake Appreciation *(Superspon-sor Event)*	Video Editing Round Table	Advanced Fursuit Design	Game Developers Round Table	Author Reading Round Table	Alexander James Adams Live *(Piano Bar)*	15:00-15:30
										15:30-16:00
										16:00-16:30
			Stage Fever Rehearsal	Avian Characters	Heathen City Backstage					16:30-17:00
										17:00-17:30
										17:30-18:00
										18:00-18:30
										18:30-19:00
										19:00-19:30
										19:30-20:00
			Stage Fever	Artists' Lounge	Dance Dance Revolution	Video Game Corner *Rhythm Game Challenge (Pop'n Music, DDR, Guitar Hero)*	Game Corner			20:00-20:30
										20:30-21:00
										21:00-21:30
			Fursuit Dance							21:30-22:00
										22:00-22:30
										22:30-23:00
										23:00-23:30
										23:30-00:00
										00:00-00:30
										00:30-01:00
										01:00-01:30
										01:30-02:00

Meal Times: 06:30 – 10:30 Breakfast
11:00 – 00:00 Snack Points
11:30 – 22:00 Restaurant Da Capo
15:00 – open end Piano Bar

TIMETABLE - FRIDAY

	Day Events			Main Stage (Maritim I)	Confi 1 (Dresden)	Confi 2 (Stuttgart)	Confi 3 (München)	Confi 4 (Halle)	Confi 5 (Nürnberg)	Other Locations
10:00-10:30										
10:30-11:00										
11:00-11:30										
11:30-12:00										Group Photo *(Lobby)*
12:00-12:30	Art Show	Dealers' Den	Reg							
12:30-13:00										
13:00-13:30			Photoshoot							
13:30-14:00				Fursuit Gameshow	Rumors and Truths about Obama	Planning Pictures, Creating Concepts	Advanced Second Life	The Yokai	Cheetah Conservation Fund Namibia	
14:00-14:30										
14:30-15:00										
15:00-15:30					Open the Microphone	Advanced Puppetry	Movie Premiere "Streifen" (100 min)	Can you Feel the Beat Tonight	A Thousand Words	
15:30-16:00										
16:00-16:30										
16:30-17:00				Fursuit Theater	Learning to Fly	Effective Writing	"Streifen" and Beyond (ca. 16:40)		A Thousand Ships	
17:00-17:30										
17:30-18:00										
18:00-18:30	Artshow Closing									
18:30-19:00										
19:00-19:30										
19:30-20:00										
20:00-20:30				Art Auction	Artists' Lounge	Dance Dance Revolution	Video Game Corner *Super Street Fighter IV Tournament*	Game Corner		
20:30-21:00										
21:00-21:30										
21:30-22:00										
22:00-22:30				Uncle Kage vs. 2						
22:30-23:00										
23:00-23:30										
23:30-00:00										
00:00-00:30										
00:30-01:00										
01:00-01:30										
01:30-02:00										

Meal Times: 06:30 – 10:30 Breakfast
11:00 – 00:00 Snack Points
11:30 – 22:00 Restaurant Da Capo
15:00 – open end Piano Bar

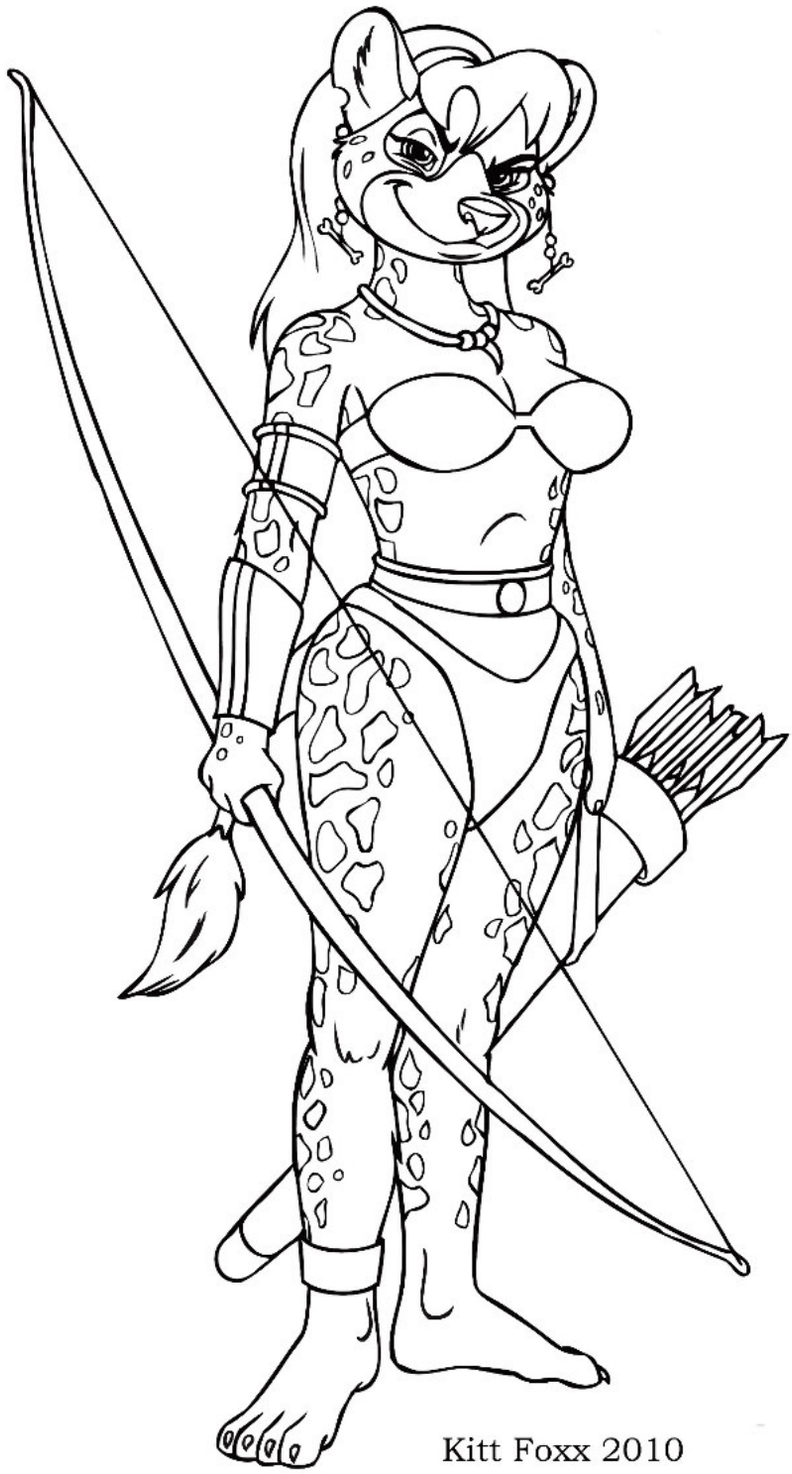
TIMETABLE - SATURDAY

Day Events			Main Stage (Maritim I)	Confi 1 (Dresden)	Confi 2 (Stuttgart)	Confi 3 (München)	Confi 4 (Halle)	Confi 5 (Nürnberg)	Other Locations	
										10:00-10:30
										10:30-11:00
										11:00-11:30
										11:30-12:00
	Dealers' Den								Fursuit Parade *(Fursuit Lounge)*	12:00-12:30
										12:30-13:00
										13:00-13:30
		Reg	Gameshow Dr. Furringstone	Science, Pseudoscience, and Crap	Improve Your Acting Skills	Creating Comics	Introduction to 3D Using Blender	Professional Storytelling in a Nutshell	Motofurs Meeting *(Parking)*	13:30-14:00
Art Sales										14:00-14:30
		Photoshoot								14:30-15:00
				The Ugly American *(Superspon-sor Event)*	Pawpet Round Table	Small Press Publishing	Fiberglass Heads		Furry Music Cafe *(Piano Bar)*	15:00-15:30
										15:30-16:00
										16:00-16:30
				Anthropo-morphic Anatomy	DJing Round Table	Furries in History	Electronics for Fursuits	Getting Published	Divers Meeting *(Pool)*	16:30-17:00
										17:00-17:30
										17:30-18:00
										18:00-18:30
										18:30-19:00
			Pawpet Show: "Ogwambi"							19:00-19:30
										19:30-20:00
										20:00-20:30
										20:30-21:00
										21:00-21:30
										21:30-22:00
										22:00-22:30
			Big Blue Dance	Artists' Lounge	Dance Dance Revolution	Video Game Corner *No tourna-ment but gaming*	Game Corner			22:30-23:00
										23:00-23:30
										23:30-00:00
										00:00-00:30
										00:30-01:00
										01:00-01:30
										01:30-02:00

Meal Times: 06:30 – 10:30 Breakfast
11:00 – 00:00 Snack Points
11:30 – 22:00 Restaurant Da Capo
15:00 – open end Piano Bar

TIMETABLE - SUNDAY

	Confi 3 (München)	Other Locations
10:00-10:30		
10:30-11:00		
11:00-11:30		
11:30-12:00		
12:00-12:30		
12:30-13:00		
13:00-13:30	Feedback Session	
13:30-14:00		
14:00-14:30		
14:30-15:00		
15:00-15:30		
15:30-16:00		
16:00-16:30		
16:30-17:00		
17:00-17:30		
17:30-18:00		
18:00-18:30		
18:30-19:00		
19:00-19:30		
19:30-20:00		
20:00-20:30		Dead Dog Party *(Piano Bar)*
20:30-21:00		
21:00-21:30		
21:30-22:00		
22:00-22:30		
22:30-23:00		
23:00-23:30		
23:30-00:00		
00:00-00:30		
00:30-01:00		
01:00-01:30		
01:30-02:00		



Meal Times: 06:30 – 10:30 Breakfast
11:00 – 00:00 Snack Points
11:30 – 22:00 Restaurant Da Capo
15:00 – open end Piano Bar

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Construction & Print:
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Sales:
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Mark TreeFox (Thomas Keinz)
Fendracus (Chistian Wilke)
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Ixas Redfawks
Wild-Wolf (Tino Polster)
Lupo (Markus Volk)
Phoenixghost
Stefan (Stefan Fiedler)
White Dragon (Martin Vaci)

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2nd Head of Stage:
Darkwing (Torsten Stalke)
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Event Coordinator:
KingTaibu (Christoph Kellner)
AV-Desk Lead:
Cheetah (Sven Tegethoff)
Backstage Lead:
Reesa
2nd Backstage Lead:
Kimani (Julia Kellner)
Backstage Fursuit Support:
Furvan (Gregor Hassler)
Crew:
Nikoshi
Mafundi (Jens-René Wiedemann)
Ayun (Björn Loge)
Dhary Montecore (Andreas Theißen)
Djem

Stage: Stage Fever

Director & Host:
Mystifur (Oliver Bartel)
Stagehand:
Zefiro
o'wolf (Jörg Reuter)
Backstage Herder:
Furvan (Gregor Hassler)
Tech-script Coordinator:
Taibu

Stage: Fursuit Theatre

Director:
Shay (Michael Wolf Visser)
Lighting Technician:
Nikoshi (Kevin v. Stekelenborg)
Sound Technician:
Tsanawo (Rik van Nuil)
Stagehand:
Stoelbank (Rick Soetens)
Akuro
Actor:
EZWolf (Pepeyn Langedijk)
Kwisa
Garrodor

Stage: Fursuit Gameshow

Lead & Script & Props:
};[(Jürgen Wallner)
Host:
Aetobatus (Michael Sawyer)
Director & Scoreboard Op:
Ysegrim (Gregor Leusch)
Backstage Coord, Games, Props:
Furvan (Gregor Hassler)
Referee, Games, Props:
Adrixan (Peter Aufner)
Additional Props:
Atkelar
Stage Coordinator:
Kazzador (Harald Metka)
Stage Hand:
Kana (Daniel Karner)
Audio Operator:
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Crew:
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Stage: Banner Brawl

Lead / Host:
Twll (Martin Jenkins)
Host:
Fairlight (Marcus Hess)

Stage: LSD Pawpet Show

Director & Playwright & Sound Design:
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Main Puppeteer & Playwright:
Eisfuchs (Dario Abatianni)
Main Puppeteer:
Fairlight (Marcus Hess)
Main Puppeteer:
Lynard (Dirk Lang)
Main Puppeteer & Set Design, Backdrops:
TaniDaReal (Tanja Freese)
Puppeteer:
CJ (Christian Jesch)
o'wolf (Jörg Reuter)
Pan Hesekiel Shiroi
Pinky (Donna Sundbo)
Tigerseye (Tobias Schweitzer)
Zefiro
Puppeteer & SFX Props:
Xan (Dominik Walter)
Puppeteer & Props:
Kyron (Mike Jendrny)
Backdrops:
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Snow-wolf (Patrizia Dona)
Nightfox (Richard Nightfox)
Script Kitty:
Reesa (Barbara Mader)

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Vice Team Lead:
Tillikum (Sebastian Heuss)
Crew:
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Kyron (Mike Jendrny)
Wolffire (Heiko Stangel)
Xan (Dominik Walter)
o'wolf (Jörg Reuter)
Ysegrim (Gregor Leusch)
lizard (Sascha Bias)

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Pinky
Pan Hesekiel Shiroi
Badger
TaniDaReal

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Assistant Director:
Blue_Panther
Crew:
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Pegla (Danny Palic)
PatriX Darkhoof
Skunki (Stephan Müller)
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Bloodhound Omega
Footpad
Cashier:
Naut
Auctioneer:
Uncle Kage (Dr. Samuel Conway)
Announcer:
Tabalon (Andreas Jaekel)
Auction Assistant:
Fjordwolf (Frank Schultz)
Driver / Auction Display Ops:
Ysegrim (Gregor Leusch)
Floor Runner:
Erilo Crown
ShinigamiGirl

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Alpha_Ki (Karoline Baumwolf)

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Team Lead:
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Fursuit Badges:
Tigerseye (Tobias Schweitzer)
Construction Master:
Furvan (Gregor Hassler)
Crew:
Tekumseh

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Assistant / Server Operator:
Kovu
Dragony
Assistant / Queue Manager:
Pegasus
Draugvorn

Group Photo

Photographer:
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Cheetah (Sven Tegethoff)
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Alex F. Vance
Cairyn (Ronald W. Klemp)
Zulu tradition
English Language Support:
CharleyFox (David Severance)
Fairlight (Marcus Hess)
Pinky
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Cover, pg. 3, 7, 19, 32: Qzurr
pg. 2: Dirtiran & Bloodhound Omega
pg. 5, 26: Neocanis
pg. 8, 9: Stan Sakai
pg. 11: Titash
pg. 12: Theo
pg. 13: Jako Roo
pg. 15, 46, 47, 48: Henrieke
pg. 16, 17, 18: kyo
pg. 20, 21, 22: see page text
pg. 23: Imiak
pg. 24: Pan Hesekiel Shiroi
pg. 28: Karpour
pg. 29: Blotch
pg. 30 t.l.: Bloodhound Omega
pg. 30 t.r., 43 b., 71: Kotenokgaff
pg. 30 b.l.: Aurin Susi
pg. 30 b.r.: Theo & Bloodhound Omega
pg. 31: Kim Lin
pg. 35: Hibbary
pg. 36–37 (left to right): Nimrais, Nimrais, Nathradas, Maggock, Wolf-Nymph, ShinigamiGirl, Pan Hesekiel Shiroi, Kaji, AlectorFencer, Mirroreyes, Centra
pg. 38: Anruark
pg. 43 t.: Anatoliba & Bloodhound Omega
pg. 44: Twice & Snow-wolf
pg. 49: AlectorFencer
pg. 50: TaniDaReal
pg. 53, 61: Ashanti
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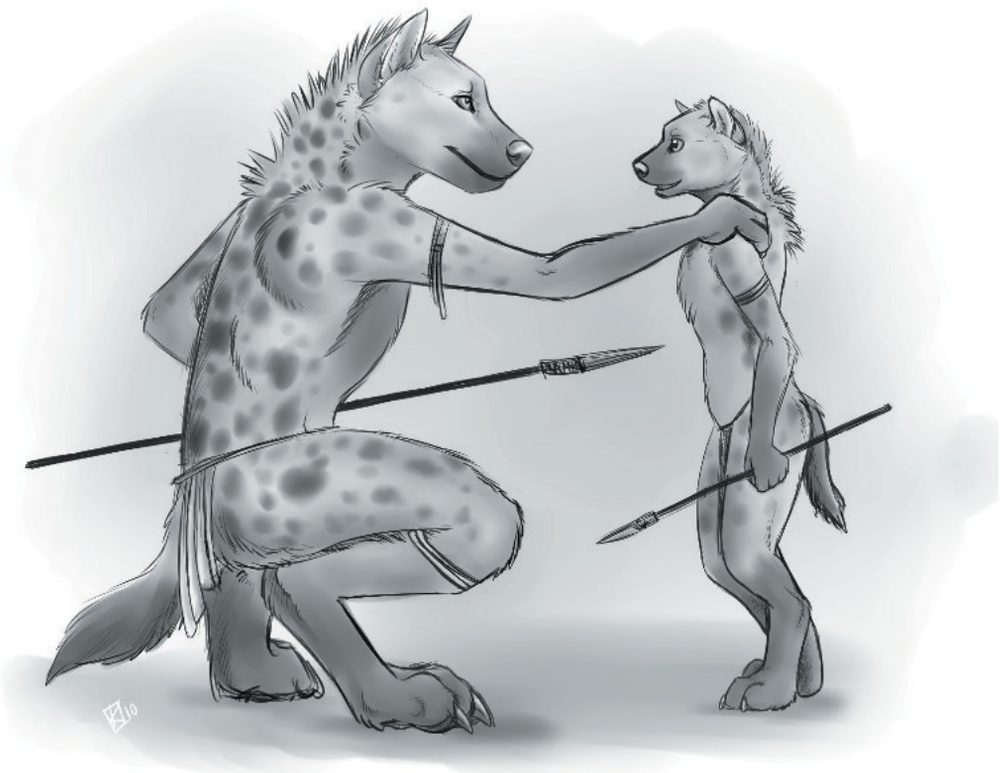
Alex Vance
Allen Johnson
Atalon
Atkelar
Blue_Panther
Chama
DJ Kenai
Draugvorn
Emejn
Fairlight
Furvan
garra
Jasperfoxx
Keidran
Kitt Foxx
kodayu
kyo
Lance Ikegawa
Lothrek
Lupestripe
nifelan
Nightfox
o'wolf
Rakhan
Saber
Shay
Skunki
Stan Sakai
Tioh
Twll
Uncle Kage
VirtualFox
Vixie
Xaneorath
Yagfox
Yarwick

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.



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THE ELDER W/10